

Career and Technical Education
Stone High School
400 East Border Avenue
Wiggins, Mississippi 39577
Telephone (601) 928-5492
Facsimile (601) 928-6874

Dr. Barbara Fowler
Career/Technical Director

Mrs. Jessica Jones
Student Services Coordinator

Mrs. Carol Rushing
College/Career Readiness Coordinator

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SCSD, CAREER & TECHNICAL EDUCATION, STUDENT EXPECTATIONS

In light of the closure of school buildings for the remainder of the 2019-20 school year, Governor Tate Reeves' Executive Order 1476 has requested that districts update their plans to include Learning at Home and Summer Enrichment for all students during the months of June and July.

Parents are their child's first teachers in life and know their child better than anyone else. Parents have valuable insights into their child's needs, strengths, abilities, and interests. The collaboration of parents and educators is vital in guiding each child toward success.

The following Learning at Home and Summer Enrichment Plan outlines what your child should learn and know for Career and Technical Education. You can encourage your child's academic/career growth by reinforcing classroom activities at home.

The achievement of the expectations will help your child meet the assessment standards established by our state. It is only through your support and active participation in your child's education that we form a partnership for success for all the children in the Stone County School District.

If you have specific questions regarding curriculum or school programs, please telephone Stone High School, at 601-928-5492, and contact Dr. Barbara Fowler, Career and Technical Director. This plan will help set clear and consistent expectations for your child, build your child's knowledge and skills, and help set high goals for your child.

Sincerely,



Barbara Fowler, PhD
Career and Technical Director
Stone High School

Summer Learning Plan, Stone Middle School
Cyber Foundations I
7th Grade (Breland and Johnson)

All activities will be in code.org

June

Lesson 9 - Project – Multi Page Websites (continuation from week of 5/18-5/22)

Unit 9 Web Development

Objective: Connect multiple web pages into one website using hyperlinks.

STUDENTS WILL COMPLETE:

- Bubble 9 - Navigation Bar and Footer
- Bubble 10 – Review Your Project
- Bubble 11 – Intro to Web Lab – Part 3
- Bubble 12 – Share Your Project
- Bubble 13 – CS (Computer Science) Rapid Survey

Lesson 10 – Styling Text with CSS

Unit 9 Web Development

6. Demonstrate the use of CSS within an HTML document

- a. Use CSS selectors to style HTML text elements**
- b. Create and link to an external style sheet**
- c. Explain the differences between HTML and CSS in both use and syntax.**
- d. Use CSS properties to change the size, position, and borders of elements.**
- e. Create a CSS rule-set for the body element that impacts all elements on the page.**
- f. Group elements using classes in order to create more specific styles on their websites**

- Bubble 1 – Lesson Overview
- Bubble 2 – Exploration: Adding Style
- Bubble 3 – Intro to CSS – Part 1
- Bubble 4 – CSS and Text Color
- Bubble 5 – Making a New CSS Rule-Set
- Bubble 6 – Style Sheets
- Bubble 7 – Changing Text Size
- Bubble 8 – Changing the Font
- Bubble 9 – Underlining
- Bubble 10 – Text Alignment
- Bubble 11 – Text Properties
- Bubble 12 – Intro to CSS – Part 2
- Bubble 13 – Adding a Style Sheet
- Bubble 14 – Adding Styles

July

Unit 9 Web Development

6. Demonstrate the use of CSS within an HTML document

- a. Use CSS selectors to style HTML text elements
- b. Create and link to an external style sheet
- c. Explain the differences between HTML and CSS in both use and syntax.
- d. Use CSS properties to change the size, position, and borders of elements.
- e. Create a CSS rule-set for the body element that impacts all elements on the page.
- f. Group elements using classes in order to create more specific styles on their websites

Lesson 11: Styling Elements with CSS

- Bubble 1 – Lesson Overview
- Bubble 2 – Layout and Style
- Bubble 3 – Background Color
- Bubble 4 – Body Styling
- Bubble 5 – The Body Element
- Bubble 6 – Borders
- Bubble 7 – Border Radius
- Bubble 8 – Float
- Bubble 9 – Width and Height
- Bubble 10 – Margin
- Bubble 11 – Try It Out!
- Bubble 12 – Layout Properties
- Bubble 12 – Personal Website

Lesson 12: Sources and Search Engines

- Bubble 1 – Overview of Sources and Search Engines

Lesson 13: RGB Colors and Classes

Unit 9, 6.g Apply the rgb () color function to add custom colors to their website

- Bubble 1 – Lesson Overview
- Bubble 2 – RGB Colors
- Bubble 3 – Winter Color
- Bubble 4 – Summer Color
- Bubble 5 – Spring and Autumn Colors
- Bubble 6 – Classes
- Bubble 7 – Classes Continued
- Bubble 8 – Adding Rules
- Bubble 9 – Spring Class
- Bubble 10 – Summer and Autumn Classes
- Bubble 11 – Free Play Styling

SUMMER LEARNING PLAN
CYBER FOUNDATIONS II (BRELAND & TURNER)

ALL ACTIVITIES WILL BE COMPLETED IN CODE.ORG

UNIT 3, LESSON 19

Assignments for June

Standards:

Unit 10-Interactive Games and Animations

8. Create and Use Functions in Gaming and Animation

- a. Create and use functions for blocks of code that perform a single high-level task within a program.
- b. Create and use functions to remove repeated blocks of code from their programs.
- c. Create and use functions to improve the readability of their programs.
- d. Explain how abstractions allow programmers to reason about a program at a higher level.

Bullet 3 – Calling Functions

Bullet 4 – Reordering Code

Bullet 5 – Where to Create Functions

Bullet 6 – Calling Functions in the Draw Loop

Bullet 7 – Calling Functions Multiple Times

Bullet 8 – Making Changes to Functions

Bullet 9 – Creating Functions to Organize Code

Bullet 10 – Write Your Own Function

Bullet 11 – Catch the Coin, Increase the Score Game

Bullet 12 – Changing the Background with the Score

UNIT 3, LESSON 20 (June)

Same standards as above

Bullet 4 – Using Multiframe Animations

Bullet 5 – Controlling multiframe animations

Bullet 6 – Editing Multiframe Animations

Bullet 7 – Setting animations

Bullet 8 – Writing Code that will move sprites

Bullet 9 – Writing code for objects touching

Bullet 10 – Writing code for objects touching

Unit 3, LESSON 20 (July)

Same standards as above

Bullet 11 – Creating Functions

Bullet 12 – Moving sprite's x position

Bullet 13 – Moving sprite's y position

Bullet 14 – Changing player's animation

- Bullet 15 – Displacing sprites
- Bullet 16 – Resetting sprites when they touch
- Bullet 17 – Challenge – Make the game your own

Unit 3, LESSON 21 (July)

Unit 10-Interactive Games and Animations

9. Use the Game Design Process to create Games and Animations

- a. Identify core programming constructs necessary to build different components of a game**
- b. Create and use multiframe animations in a program**
- c. Create a plan for building a piece of software by describing its major components**
- d. Implement a plan for creating a piece of software**

Bullet 1- Overview

Bullet 2 – Sample Jumper Game

Bullet 3 – Instructions and planning Jumper

Bullet 4 – Background and variables

Bullet 5 – Create the score variable

Bullet 6 – Choose a background

Bullet 7 – Create the scoreboard

Bullet 8 – Create the Platform sprite

Bullet 9 – Loop the Platform sprite

Bullet 10 – Create the second platform

Bullet 11 – Create falling items

Bullet 12 – Loop your Item

Bullet 13 – Create your second item

Bullet 14 – Create your player

Bullet 15 – Add user controls

Bullet 16 – Create player interactions

Bullet 17 – Collect items

After creating your game, share it with your classmates.