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 it 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.