

2018-19 Year 1 Game Design Schedule

CTE LEADERSHIP	MONTH WEEK 1	MONTH WEEK 2	MONTH WEEK 3	MONTH WEEK 4
September 1. 2.	WEEK 1 INTRO Wed: Pictures, YuGiOh Card, Social Media Contract, Google Form Thurs: Social Media Sites Fri: Blogs and Publishing	WEEK 2 Unit 0 - Career Essentials Mon: Tues: Wed: Thurs: Fri:	WEEK 3 Unit 0 - Career Essentials Mon: Tues: Wed: Thurs: Fri:	WEEK 4 Unit 0 - Career Essentials Mon: Tues: Wed: Thurs: Fri:
October 3. 4.	WEEK 5 Unit 0 - Career Essentials Mon: Tues: Wed: Thurs: Fri:	WEEK 6 Unit 0 - Career Essentials Mon: Tues: Wed: Thurs: NO SCHOOL Fri:	WEEK 7 Unit 1 - Intro to Game Design Mon: Tues: Unit 0 Completed Wed: Start Unit 1 Thurs: Fri:	WEEK 8 Unit 1 - Intro to Game Design Mon: Tues: Wed: Thurs: Fri:
November 5. 6.	WEEK 9 Unit 2 - Critical Thinking Mon: Tues: Unit 1 Completed Wed: Start Unit 2 Thurs: Fri:	WEEK 10 Unit 2 - Critical Thinking Mon: Tues: Wed: Thurs: Fri:	WEEK 11 Unit 3 - Game Design Theory Mon: Tues: Unit 2 Completed Wed: Start Unit 3 Thurs: NO SCHOOL Fri:	WEEK 12 Unit 3 - Game Design Theory Mon: Tues: NO SCHOOL NO SCHOOL NO SCHOOL Fri:
Nov./December 7.	WEEK 13 Unit 3 - Game Design Theory Mon: Tues: Wed: Thurs: Fri:	WEEK 14 Unit 4 - Story & Game Mon: Unit 3 Completed Tues: Start Unit 4 Wed: Thurs: Fri:	WEEK 15 Unit 4 - Story & Game Mon: Tues: Wed: Thurs: Fri:	WEEK 16 Unit 4 - Story & Game Mon: Tues: NO SCHOOL NO SCHOOL NO SCHOOL Fri:
January 8. 9.	WEEK 16 Continued... Unit 4 - Story & Game NO SCHOOL NO SCHOOL NO SCHOOL Thurs: Fri:	WEEK 17 Unit 5 - Dynamics & Scripting Mon: Tues: Unit 4 Completed Wed: Start Unit 5 Thurs: Fri:	WEEK 18 Unit 5 - Dynamics & Scripting Mon: Tues: Wed: Thurs: Fri:	WEEK 19 Unit 5 - Dynamics & Scripting NO SCHOOL Tues: Wed: Thurs: Fri:
Jan./February 10. 11.	WEEK 20 Unit 5 - Dynamics & Scripting Mon: Tues: Wed: Thurs: Fri:	WEEK 1 Unit 6 - Tools, Functions, & Prop. Mon: Tues: Wed: Unit 5 Completed Thurs: Start Unit 6 Fri:	WEEK 2 Unit 6 - Tools, Functions, & Prop. Mon. Tues. Wed: Thurs: Fri:	WEEK 3 Unit 6 - Tools, Functions, & Prop. NO SCHOOL NO SCHOOL Wed: Thurs: Fri: Unit 6 Completed

Feb./March 12. 13.	WEEK 4 Unit 7 - Interfaces, Envir.,Assets... Mon: Start Unit 7 Tues: Wed: Thurs: Fri:	WEEK 5 Unit 7 - Interfaces, Envir.,Assets... Mon: Tues: Wed: Thurs: Fri:	WEEK 6 Unit 7 - Interfaces, Envir.,Assets... Mon: Tues: Wed: Thurs: Fri:	WEEK 7 Unit 7 - Interfaces, Envir.,Assets... Mon: Tues: Wed: Thurs: Fri:
March/April 14. 15.	WEEK 8 Unit 7 - Interfaces, Envir.,Assets... Mon: Tues: Wed: Thurs: Fri: Unit 7 Completed	WEEK 9 Unit 15 - Pre-Production Mon: Start production cycle 1 Tues: Wed: Thurs: Fri: Pre-production due	WEEK 10 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri:	WEEK 11 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri:
May 16. 17.	WEEK 12 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri:	WEEK 13 Unit 16 - Production Mon: Tues: Wed: Thurs: Fri: Production due	WEEK 14 Unit 17 - Post-Production Mon: Tues: Wed: Thurs: Fri: Post-production due	WEEK 15 Unit 8 - Physics & Build Process Mon: Start Unit 8 Tues: Wed: Thurs: Fri:
May/June 18. 19. 20.	WEEK 16 Unit 8 - Physics & Build Process NO SCHOOL Tues: Wed: Thurs: Fri:	WEEK 17 Unit 8 - Physics & Build Process Mon: Tues: Wed: Thurs: Fri:	WEEK 18 Unit 8 - Physics & Build Process Mon: Tues: Wed: Thurs: Fri:	WEEK 19 Unit 8 - Physics & Build Process Mon: Unit 8 Completed Tues: Evaluation SUMMER VACATION

CTE FRAMEWORKS UNITS

Unit	Hours
Unit 0: Career Essentials	30
Unit 1: Introduction to Game Design	10
Unit 2: Critical Thinking in Game Design	10
Unit 3: Game Design Theory	10
Unit 4: Story and Game Creation	15
Unit 5: System Dynamics and Scripting Fundamentals	20
Unit 6: Game Development Tools, Functions, and Properties	10
Unit 7: Interfaces, Environments, Asset Management, and Animation	25
Unit 8: Physics and the Build Process	20
Unit 15: Pre-production (Year 1)	5
Unit 16: Production (Year 1)	20
Unit 17: Post-production (Year 1)	5
YEAR ONE TOTAL	180