Lesson Plan for Drawings and Classifications of IT's *All About Me* Profiles Constructed
with Multi-Media, Web Design Elements and Java Programming
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Cedar Grove High School   WEEKLY LESSON PLAN

Teacher. **Dr. Collette L. Keeton** *Course:* **AP Comp Sci** *Period:* **30** *Date:* **10/16-10/20/06**
(Weeks 9-18 Tech Skill Builders using Systems Teaching)

10/16/06 Monday-10/20/06 Friday

Objective(s): (a) Students will synthesize learning in the Alice Interface, typing, coding and JAVA programming
techniques to understand the following topics of computing: 1) Programming Graphics (as presented by Ericson, 2006
in workshops and from CD complimentary text; Ch 5 and Ch 21 of the AP Edition JAVA Concepts 4th Ed. by
Horstmann), 2) Defining Classes (Ch 5 in Fundamentals of JAVA by Lambert & Osborne), and using Control
Statements (Ch 6 in Fundamental of JAVA by Lambert & Osborne) in relation to personal or real-world experiences
and wordprocess their perspectives with 71% or greater accuracy in programming, completing classwork and research
on extended reading and writing assignments. **(b)** Students will read for 20 minutes and write for 5 minutes or more
daily and reflect on selected readings with 71% or greater show of proficiency in written expression and reading
comprehension.

GHSGT/SAT/EOCT Objective(s) (see checklist on back)

**Method: Individualized Instruction: Using the Stages of Writing and the
Website Development Process, Students will construct an IT's "All About
Me" Web Page in Microsoft Publisher, Dreamweaver, First Class or other
web template, use Alice to construct worlds in Java Preferences, Take Self-
Analysis Assessments, Post the data to the "All About Me" Websites, present
"All About Me" Projects, compare and contrast it with MAC and PC
selections/programming, read and complete labs/activities from the JAVA
texts and *financial literacy for teens* by Chad Foster (parallel it to the 3-Day
Sub Lesson Plans Activity, pp. 9-11 in .pdf available at
http://fc.dekalb.k12.ga.us/~collette_l_keeton/3-daySubLP.pdf) and apply
computer programming/coding and document processing techniques
individually in class on selected activities. After the first teacher-example is
complete students will individually pace to complete multiple problems and
activity assignments to build technology skills and practice for the GHSGT
Writing Test.**

**Assignment: Program your name in a box or other polygon, triangle or graphic
shape such as lines and ellipses with a fill-color of your choice to depict a
concept map (as exhibited in Inspiration ™ or Power Point or other Microsoft
integrates such as Word flowcharting symbols or draw tools multimedia
program software examples) Hint: Use JAVA HashMap or TreeMap classes to
depict a Map Interface of your Multiple Intelligence you discovered at
http://www.mitest.com/o7inte~1.htm (Day 1): Code your GA Tech Computing
Areas www.cc.gatech.edu Choice and Features that you sent your instructor in
e-mail during the first weeks of class in a table or ordered list, i.e., Current
Schedule, Match or relevance to your projected College Schedule including at
least a computer minor (Compose your action plan in Timeliner ™) to show
your projected completion dates on your goals, when you should be taking
selected courses, your costs for going to college or other higher educating, costs
saved from taking dual enrollment, CLEP testing, etc., and incorporate your
Learning Style Graphic in this page after you view and complete the assessment
located at http://www.engr.ncsu.edu/learningstyles/ilsweb.html**

(Day 2); Java or HTML Program your Autobiography and Resume with a picture and compose a print-friendly version and link to your Resume for your Employability Skills ePortfolio (Day 3); Depict your personality http://www.humanmetrics.com/cgi-win/JTypes3.asp and entrepreneur business type http://www.humanmetrics.com/sbp/BusinessTypesQ.asp with color matches of True colors on this page you may also list your leadership style here too (Day 4); (Day 5) Use a Hash or Tree Map to depict your dream job and site your references; Review/Do: [Secs 5-10; 21.2,], Questions 1-5 on pp. 123-356 ; Review Questions study guide questions and long/short-term projects, pp. 781-839; Continues Unit 2 and 3. Read Articles at Inc.com: TerraCycle, *The Coolest Little Start-up…, How to Build an $80 million business* and *Fast Company*'s PUMA article on company Design and reformation for resilience as well as those discussed in class to compose a Summary Reflection on Guided Activity (see attachment on word processing procedures for writing and selecting readings); reading (magazines, digests, newspapers, etc.), writing and peer reviews.

Reading Strategy: Reading the first 20 minutes of class followed by a reflection composed in 5-minutes or more (students are still adding to the class until the max load is met).

Writing Strategy: Reflective Writing, Power Writing by Betty Hamilton Umbrella Organizer, Venn Diagrams, Keyboarding and Document Processing Expository, Summary, APA Research Report Formats and Dr. Java Compiler. Technology Strategy: May use www.glencoe.com Digitools, Microsoft Publisher 2003, First Class Student Accounts (See your instructor for your log-in information and How to Create a Resume and How to Create a(n) (Auto)Biography, Dreamweaver 8 text composer/editor for JavaScripting, Microsoft Picture It! Serif Photo Plus 10, Adobe 6/7, etc. Graphic Editors for Turtle Graphics, Alice Java Program Constructor www.alice.org, Dr. Java, Internet computer technology on special project assignments, to create digital and electronic portfolios or other activity as assigned to improve student skills; students will e-mail the instructor activity as a backup plan for assignment receipt and proper grade recording.

Reflection: Students comprehending computer programming and applications and using them to make real world connections, gain employability skills, acquire computer hands-on skills, use of simulations and tutorials for technology troubleshooting, computer logging or enhancing computer literacy and personal experiences.

Instructor	Dr. Collette L. Keeton
Course	AP Computer Science/ Period 30
Dates	10/16/06-10/20/06 (Weeks 9-18 variations and enrichment)

☑ Reads critically; asks pertinent questions; recognizes assumptions & implications; evaluates ideas

☑ Uses the research process

☑ Identifies that words gather meaning from their context & carry connotation & denotation

☑ Acquires new vocabulary through reading & listening; demonstrates progress through speaking & writing

☑ Uses literal comprehension skills

☑ Uses inferential comprehension skills

☑ Defines unfamiliar words by using appropriate structural analysis

☑ Draws reasoned conclusions from various sources

☑ Writes using standard American English

☑ Uses language appropriate to situation & audience

☑ Writes for many purposes including but not limited to personal, social, academic, & business writing

☑ Defends conclusions rationally

☑ Invents solutions to problems-using thinking technologies

☑ Analyzes logical relationships in arguments & detects fallacies

☑ Recognizes different purposes & methods of writing

☑ Read, discusses, & analyses diverse technological issues

☑ Applies knowledge of technology terms

☑ Adapts words & strategies for an audience

☑ Evaluates messages of mass media

☑ Understands language is shaped by society, cultural, & geography

Composition

☑ Controls ideas with examples, illustrations

☑ Completes assigned task

☑ Offers controlling ideas

☑ Offers supporting ideas

☑ Presents materials in discerning order

☑ Makes logical transitions

☑ Presents a sense of completeness

☑ Controls language to establish individuality

☑ Uses effective diction.

☑ Writes carried sentences

☑ Shows a sense of audience

☑ Uses convention appropriate to standard written English

☑ Shows appropriate usage of words

☑ Uses appropriate mechanics

☑ Forms sentences correctly

☑ Uses correct end punctuation

☑ Writes in complete sentences

☑ Uses coordination & subordination

☑ Analysis

☑ Sentence completion

☑ Critical readings

☑ SAT/technological vocabulary practices

Academy of Information Technology

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