LESSON 2

Lesson Plan Title: Exploring Computer AI and Game Design	Instructor:

Suggested Total Time for Lesson (minutes): 150 minutes (3 days)

Content Focus - What Will Students Learn? (Content Skill Sets)

Students will explore the different programs of studies in the IT Cluster:
0972.IT.1456.31 Apply general design and programming concepts
0972.IT.1456.32 Identify various hardware platforms and run-time environments
0972.IT.1456.33 Identify human aspects in information systems
0972.IT.1456.34 Identify general information technology (IT) definitions and terms
0972.IT.1456.36 Exhibit understanding of data hierarchy, access methods, and manipulation

Materials and Resources- What do you need to assemble and prepare before the lesson?

Materials:
- Download Adobe Light Room (if students have access to iPad)
- Download GIMP (if students have access to PC)
- Make copies of handouts (offline assignment)

Resources:
- PC Gaming Vs Console (article from Dmarket)
- Video Game Design
- Write your name

Lesson Outline: What learning activities will your students do?

Time	Sequence/Description of Learning Activity
5 minutes	**Get Started/Explain:** Students (or teachers) will divide and watch video clip one
5 minutes	**Discover/Engage/Practice:** Rollout of a new video game • Show Video One (located in the resource folder)
90 minutes	Students will use work on the platform they selected • PC Gaming Vs Console (located in the resource folder) • Video Game Design Worksheets (located in the resource folder)
45 minutes	Students will explore Binary (the language of their Game) • Write your Name (located in the resource folder)
5 minutes	**Check for Understanding/Summarize/Close:** Students will present (5mins) out to the customer (teacher) their ideas on why they should choose their firm.

Modifications, Support, and Extensions (for those students with IEP)

Reflection- Did the students learn the content outlined in the lesson focus? Why or why not?