The Final Level

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Earn more than one certification each semester and volunteer to teach more than one workshop or choose a younger student to mentor.
3	Student will: Demonstrate acceptable project values (02.0) ✓ Maintain a positive relationship with peers. Use presentation skills-(standard 14.0). ✓ Demonstrate adaptive self-management skills (work independently in your area of self-study related to the video game industry, upload progress each week) ✓ Demonstrate competency in one area of expertise related to game/simulation and demonstrate the mastery of that content in your selected area (standard 15.0)
2	Student will: Identify independent work skills and note taking techniques. Research time management and motivation skills. Understand to job titles project manager, designer, and programmer.
1	With help from the teacher, the student has partial success with the current content.

You are going to create your own final project requirements. This project will run from 4/12 to 5/28 and must justify 7 weeks of work.

- Decide what type of project you want to do (examples: app build, website, game build, multiple custom assets & animations, multiple recorded workshop/how-to videos).
- Outline reqs in a Word doc & upload to OneDrive (Kirk will approve or request changes).
- Complete project & upload to OneDrive by 5/28!