

## LEARNING GOAL & SCALE: Year One Students

4	<p>Student will be successful in level 3 and:</p> <p>Provide a peer workshop showing what you learned, in detail – to the point where others could do that role themselves. Create a professional quality game.</p>
3	<p>Student will:</p> <ul style="list-style-type: none"><li>➤ Demonstrate research and information fluency (Standard 20.0)</li><li>➤ Demonstrate the professional level of written and oral communication required in the game development industry (Standard 24.0)<ul style="list-style-type: none"><li>➤ Use listening, speaking &amp; nonverbal skills</li><li>➤ Organize ideas &amp; communicate oral &amp; written information appropriately</li></ul></li><li>➤ Understand the core tasks and challenges that face a video game design team (Standard 25.0)<ul style="list-style-type: none"><li>➤ Understand roles and responsibilities</li><li>➤ Explore methods of communications and scheduling</li></ul></li><li>➤ Demonstrate leadership and teamwork skills needed to accomplish goals and objectives (Standard 26.0)<ul style="list-style-type: none"><li>➤ Employ leadership skills</li><li>➤ Establish and maintain effective working relationships</li><li>➤ Conduct and participate in meetings to accomplish work tasks</li></ul></li><li>➤ Create a working game or simulation as part of a team (Standard 27.0)<ul style="list-style-type: none"><li>➤ Design &amp; document interface, delivery choices, rules of play, navigation, scoring, media choices, start and end of play, special features, &amp; developmental team credits</li><li>➤ Describe essential elements including plot, flow, and functions of the game</li><li>➤ Using a game development tool create a game/simulation</li></ul></li></ul>
2	<p>Student will:</p> <p>Understand game industry roles. Identify common tools and software commonly used in game development. Identify steams in pre-production, production, and post-production game development. Define: non-verbal communication, interface, navigation, credits, plot.</p>
	<p>With help from the teacher, the student has partial success with the current content.</p>

## LEARNING GOAL & SCALE: Year Two Students

4	<p>Student will be successful in level 3 and:</p> <p>Provide a peer workshop showing what you learned, in detail – to the point where others could do that role themselves. Create a working 3D game you can add to your digital portfolio that is industry professional quality.</p>
3	<p>Student will:</p> <ul style="list-style-type: none"><li>➤ Test programs (Standard 41.0)<ul style="list-style-type: none"><li>➤ Develop a plan for testing, perform debugging activities</li><li>➤ Evaluate program test results</li></ul></li><li>➤ Plan program design (Standard 42.0)</li><li>➤ Evaluate assigned game programming tasks (Standard 46.0)<ul style="list-style-type: none"><li>➤ Estimate time necessary to write a program/complete tasks</li></ul></li><li>➤ Demonstrate leadership and teamwork skills needed to accomplish team goals and objectives (Standard 49.0).<ul style="list-style-type: none"><li>➤ Maintain effective working relationships with others to accomplish tasks</li><li>➤ Identify &amp; exhibit traits for retaining employment</li><li>➤ Employ leadership skills to accomplish goals</li></ul></li><li>➤ Code Programs (Standard 43.0 and 56.0)<ul style="list-style-type: none"><li>➤ If-then statements, arrays, animation, scrolling, &amp; displaying text</li><li>➤ Utilize reference manuals</li><li>➤ Write internal documentation statements (comment code)</li></ul></li></ul>
2	<p>Student will:</p> <p>Define: If-then statement, array, animation, scrolling, GUI, HUD, inventory system. Understand communication basics and time management. Identify functions of information processing including high-level languages, operating systems, and networks.</p>
1	<p>With help from the teacher, the student has partial success with the current content.</p>