



# CANBERRA HIGH SCHOOL - Learning overview for Term 3

## Subject: Programming Concepts

Week	Topic	Content/Activity/Tasks
1	<b>L3 IDE Logmation</b>	Students will using L3, a scripting language and IDE
2	<b>L3 IDE Logmation</b>	The first weeks are used to create objects using code
3	<b>L3 IDE Logmation</b> <b>NCLAB – online course</b>	These objects start out very simple with polygons, students learn to use different colours, pens and object fills. NCLAB is introduced this week. This is an online course that will be done every Friday lesson
4	<b>L3 IDE Logmation</b> <b>NCLAB</b>	Loops are introduced to assist with repetitive tasks NCLAB progress is recorded each week and displayed as a progress chart.
5	<b>L3 IDE Logmation</b> <b>NCLAB</b>	As they become more familiar with creating objects, circles are introduced to enhance their creative abilities. Test on objects this week NCLAB is now introducing loops
6	<b>L3 IDE Logmation</b> <b>NCLAB</b>	With the use of circles and other commands, student create a silhouette of a car or truck or some other vehicle. The aim will be to animate this at a later stage. NCLAB should be around exercise 6 by now. My recommendation is that the section they are on should reflect the week of the Term/Semester. Early exercises are easy so its not difficult to catch up a couple of sections.
7	<b>L3 IDE Logmation</b> <b>NCLAB</b>	Sprites are introduced about now to create some simple animations. NCLAB can be done from home, so if students are a bit behind, this is their homework.
8	<b>L3 IDE Logmation</b> <b>NCLAB</b>	Test on sprites and more exercises using sprites. NCLAB assessment is related to their progress. Its about 20% of our class time, so it contributes approximately this to their final grade.
9	<b>L3 IDE Logmation</b> <b>NCLAB</b>	Towards the end of term, an assignment is set to animate their vehicle and to incorporate some of the other animates done in class.



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		NCLAB scores count as well as their progress, so the more accurate they are along the way, the higher the score
10	Finaise e-portfolio	A test on sprites in the final week along with completion of their vehicle animation.