

SUMMER 2009 SCHEDULE

Monday

9-9:30 am	Introductions, discussion of goals
9:30 - 10:30	Running and Creating our First Game
10:30 -11:00	Answering questions about first game, Break, free time for learning on your own or playing
11:00 -11:30	More modification on the first game and Learning the screen coordinates
11:30 –12:30	Playing the Maze game, going over the maze game, plus free time to modify maze game or play.
12:30 – 1:00	Lunch
1:00 – 1:30	Free time to create/modify your own game. Play games.
1:30 – 3:00	Analyzing the Maze Game, Keyboard Control, Mouse Control, Moving to Next Room, Multiple Levels, etc.
3:00 – 4:00	Answer Questions about Maze Game, Playing the Scrolling Shooter Game, Free time

Tuesday

9-9:30 am	Scrolling Shooter – Explain Shooting, Scrolling, etc.
9:30 - 10:30	Inheritance
10:30 -11:00	Answering questions about scrolling shooter game, inheritance, Break, free time for learning on your own or playing.
11:00 -11:30	Continue with Playing and analyzing games
11:30 –12:15	Talk about Videgame Design Specification
12:15 – 1:00	Lunch
1:00 – 1:30	Free time to play games / Videogame Design Specification
1:30 – 3:00	Videogame Design Specification
3:00 – 4:00	Continue Designing your Specification, Share Design specification of different students.

Wednesday

9-10:30 am	Gravity, Friction, Paths and Timeline
10:30 -11:00	Break, free time for learning on your own or playing.
11:00 - 12:15	Students Develop their Own Videogame
12:15 – 1:00	Lunch
1:00 – 1:30	Students Develop their Own Videogame
1:30 – 3:00	Explain animation, changing objects
3:00 – 4:00	Students Develop their Own Videogame

Thursday

9-10:30 am	Explain Control Structures
10:30 -12:15	Students Develop their Own Videogame
12:15 - 1:00	Lunch
1:00 – 2:00	Student Develop their Own game. Prepare presentations
14:00 – 16:00	Students present their games to the parents