

Pacing Guide – Game Design: Animations and Simulations

MAJOR UNITS	MAJOR GOALS	TIME ESTIMATE	EVALUATION STRATEGIES	STANDARDS																
Week 1: Unit 0 - Employability IT-CSP-1	<ul style="list-style-type: none">● Communication● Critical Thinking● Teamwork and Problem Solving● Meeting Etiquette● Interviewing● Resume'● Job Application● Time Management● Expected Work Traits● Professional Image (Appearance, behavior, and language)	1-2 Days	Soft Skills/ Employability	IT-GDAS-1: Demonstrate employability skills required by business and industry. *** The following elements should be integrated throughout the content of this course																
Unit 0 – Skills USA IT-CSP-9	<ul style="list-style-type: none">● POW (Program of Work)● Goals, mission and objectives of Skills USA● Framework (Personal Skills, Technical Skills, and Workplace Skills)● Competitions● Scholarships	1-3 Days	Skilled Based Assessment	IT-GDAS-13: Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events. *** The following elements should be integrated throughout the content of this course																
Week 2: Unit 1 Get Started in Unity	<table><tr><th>UNIT 1 - Get started in Unity</th><th>Time 2:10:00</th></tr><tr><td>Welcome to the course</td><td>0:15:00</td></tr><tr><td>Install the Unity Hub and Editor</td><td>0:20:00</td></tr><tr><td>Get started with the Unity Editor</td><td>1:00:00</td></tr><tr><td>Create a balanced primitive structure</td><td>0:30:00</td></tr><tr><td>Post Assessment: Unit 1 - Unity fundamentals</td><td>0:05:00</td></tr></table>	UNIT 1 - Get started in Unity	Time 2:10:00	Welcome to the course	0:15:00	Install the Unity Hub and Editor	0:20:00	Get started with the Unity Editor	1:00:00	Create a balanced primitive structure	0:30:00	Post Assessment: Unit 1 - Unity fundamentals	0:05:00	5 days	Pre-Assessment Skilled Based Assessment Project: Create a balanced primitive structure Post Assessment Unit 1- Unity fundamentals	IT-GDAS-2: Demonstrate conceptual understanding of the game design process. IT-GDAS-5 Construct two-dimensional models using concepts of physics. EOPA Objective(s): <ul style="list-style-type: none">● Assessment Management● Editor Interface● Physics● Project Management				
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Week 3: Unit 2: Make a basic game	<table><tr><th>UNIT 2 - Make a basic game</th><th>Time: 3:50:00</th></tr><tr><td>Introduction to Unit 2</td><td>0:05:00</td></tr><tr><td>Setting up the game</td><td>0:20:00</td></tr><tr><td>Moving the player</td><td>0:30:00</td></tr><tr><td>Moving the camera</td><td>0:10:00</td></tr><tr><td>Setting up the play area</td><td>0:10:00</td></tr><tr><td>Creating collectibles</td><td>0:15:00</td></tr><tr><td>Detecting Collisions with Collectibles</td><td>0:15:00</td></tr></table>	UNIT 2 - Make a basic game	Time: 3:50:00	Introduction to Unit 2	0:05:00	Setting up the game	0:20:00	Moving the player	0:30:00	Moving the camera	0:10:00	Setting up the play area	0:10:00	Creating collectibles	0:15:00	Detecting Collisions with Collectibles	0:15:00	5 - days	Pre-Assessment Skilled Based Assessment Project: Build a Game Game Design Document	IT-GDAS-2 Demonstrate conceptual understanding of the game design process. IT-GDAS-3 Apply complex and abstract thinking to programming and scripting. IT-GDAS-4 Analyze and synthesize the relationship of mathematics to game design. IT-GDAS-5 Construct two-dimensional models using concepts of physics.
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