

# COMPUTERS 8

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This course is part of the Applied Skills 8 rotation (~25 classes/10 weeks). This course focuses on developing coding skills. Coding focuses on expressing ideas creatively, and breaking down tasks or problems into logical steps. Students will learn to use sequences, loops, events and conditionals. Part of coding is being incremental and iterative, changing design plans based on testing and debugging.

## Unit 1: HTML/CSS

Students will start by learning and practicing the basics of HTML and CSS:

- HTML tags: headings (h1, h2), paragraphs (p), lists (ol, ul, li), images (img), links (a) – external and internal, and tables
- CSS styles: element selectors for html tags; id and class selectors; text properties

Then students will work on creating a webpage using *Notepad++* with 4 sections of text (heading, paragraph, lists and 2 pictures); the project will be completed in stages:

- Content: add and format text using HTML tags
- Design: add styles for body, div, fonts
- Pictures: add 2 pictures per section, small picture beside paragraph/lists (align right, width), and bigger picture (centered, width)
- Links: add anchors for each section, list at top linked to each section; link at the bottom of each section to go back to the top



## Unit 2: Game Design

Students will create games using *GameMaker*, creating objects with events and actions, designing levels with objects and tiling backgrounds. Students will complete as many projects as they are able in the time allotted:

1. Ball Games
2. Maze Game
3. Platformer Game

