

Week	Lesson	Assignment	SD Technology Standards
1,2,3	Working with HTML (1-4) <ul style="list-style-type: none"> • Explore communicating on the Web • Enter Tags • Save & View an HTML page • Add headings, numbered and bulleted lists • Create a Web Page • Add numbered and bulleted lists • Create hyperlinks inside a document • Create hypertext links to the Web • Link to already created pages • Color text • Download and insert graphics and pictures • Create tables • Create a HTML frame • Create a Navigation Bar • Create a Web site Welcome Page • Create a nested frame set • Create a title bar 	Knowledge Check Knowledge Check Knowledge Check Knowledge Check Program HTML Program H1 Program H2 Program H2 Program H3 Program H4 Program H5 Program H6 Program H7 Program H8 Program H9 Program H10 Program H11	WP1.1 WP1.1 WP3.3 WP3.1 WP1.3 WP3.3 WP3.3 WP3.3 WP2.1 WP2.1 WP3.3 WP2.1 WP2.1 WP3.2 WP3.3 WP2.1 WP2.1

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4,5,6	<p>JavaScript (5-8)</p> <ul style="list-style-type: none"> • Enhance the previous made Web page • Write conditional statements in JavaScript • Write alerts using the JavaScript Alert Method • Add graphical images • Use event handling logic • Create a cycling banner • Display random images • Create a slide show • Create a pizza ordering form. • Make the submit order button functional • Make the clear entries button functional • Validate text fields and radio buttons • Create a frame-based slide show • Make your slide show buttons functional 	<p>Knowledge Check</p> <p>Knowledge check</p> <p>Knowledge Check</p> <p>ProgramJS1</p> <p>Program JS2</p> <p>Program JS3</p> <p>Knowledge check</p> <p>ProgramJS4</p> <p>ProgramJS5</p> <p>ProgramJS6</p> <p>ProgramJS7</p> <p>ProgramJS8</p> <p>ProgramJS9</p> <p>ProgrqamJS10</p>	<p>WP3.4</p> <p>WP3.3</p> <p>WP3.3</p> <p>WP3.3</p> <p>WP2.1</p> <p>WP3.1</p> <p>WP3.1</p> <p>WP3.3</p> <p>WP3.2</p> <p>WP3.3</p> <p>WP3.3</p> <p>WP3.4</p> <p>WP3.3</p> <p>WP3.3</p>

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Week	Lesson	Exercise	SD Technology Standards
7,8	<p>Introduction to Java(1)</p> <ul style="list-style-type: none"> • Describe characteristics of Java • Explain the uses of Java and identify types of Java programs • Identify the phases in the program development life cycle • Define programs, programming, and applications • Read, explain, and create a class diagram • Read, explain, and create an event diagram • Explain object-oriented programming (OOP) and object-oriented design (OOD) • Define the terms objects, attributes, methods, and events • Define and explain encapsulation, inheritance, and polymorphism • Describe rapid application development (RAD) 	<p>Knowledge Check</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Diagram 1</p> <p>Diagram 2</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Knowledge Check</p>	<p>JP1.2</p> <p>JP2.2</p> <p>JP2.1</p> <p>JP103</p> <p>JP3.1</p> <p>JP3.3</p> <p>JP1.2</p> <p>JP3.2</p> <p>JP4.2</p> <p>JP4.2</p>

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9,10	<p>Create a Java application& applet (2)</p> <ul style="list-style-type: none"> • Write a simple Java application • Use TextPad • Describe the different types and uses of comments • Use proper naming conventions for classes and files • Identify the parts of a class header and method header • Code output • Use the println() method • Compile a Java program • Describe the common types of errors • Run a Java program • Edit Java source code to insert escape characters and a system date • Print source code • Differentiate between an application and an applet • Create an applet from Java source code • Write code to display a graphic, text, color, and the date in an applet • Create an HTML host document • Run a Java applet 	<p>Knowledge check</p> <p>Sample Program</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Knowledge check</p> <p>Program 2.1</p> <p>Program 2.2</p> <p>Program 2.3</p> <p>Knowledge Check</p> <p>Program 2.4</p> <p>Program 2.4</p> <p>Program 2.4</p> <p>Program 2.4</p> <p>Knowledge Check</p> <p>Program 2.5</p> <p>Program 2.5</p> <p>Program 2.5</p> <p>Program 2.5</p>	<p>JP3.3</p> <p>JP3.3</p> <p>JP5.1</p> <p>JP5.1</p> <p>JP5.1</p> <p>JP5.3</p> <p>JP5.2</p> <p>JP5.3</p> <p>JP5.1</p> <p>JP3.3</p> <p>JP3.2</p> <p>JP5.3</p> <p>JP3.2</p> <p>WP3.3</p> <p>JP5.2</p> <p>WP2.1</p> <p>JP5.3</p>

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11,12,	<p>Manipulating data(3)</p> <ul style="list-style-type: none"> • Identify, declare, and use primitive data types • Use the System class to create data streams • Instantiate the BufferedReader class in code • Use the readLine() method to handle user input • Convert strings to numbers using the parse() method • Use assignment statements to store data with proper identifiers • Use operators and parentheses correctly in numeric and conditional expressions • Round an answer using the round() method of the Math class • Use Swing components to build the GUI for a Swing program • Use the exit() method to close a Swing program • Implement an ActionListener to handle events • Add interface components to an applet • Use the init() and paint() methods to load the applet interface 	<p>Knowledge Check</p> <p>Program 3.1</p> <p>Program 3.2</p> <p>Program 3.3</p> <p>Program 3.4</p> <p>Program 3.5</p> <p>Knowledge Check</p> <p>Program 3.6</p> <p>Program 3.7</p> <p>Program 3.8</p> <p>Program 3.9</p> <p>Program 3.10</p> <p>Program 3.10</p>	<p>JP3.1</p> <p>JP3.1</p> <p>JP3.2</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP5.3</p> <p>JP5.3</p> <p>JP5.3</p> <p>JP3.3</p> <p>JP3.3</p>

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	<ul style="list-style-type: none"> Use actionPerformed() method Run and test an interactive applet Manage Java source code files and Java class files 	<p>Program 3.10</p> <p>Program 3.10</p> <p>Program 3.10</p>	<p>JP3.3</p> <p>JP5.3</p> <p>JP5.3</p>
13,14, 15	<p>Decision making and repetition(4)</p> <ul style="list-style-type: none"> Design a program using methods Code a selection structure to make decisions in code Describe the use of the logical AND, OR, and NOT operators Define exceptions and exception handling Code a try statement and a catch statement to handle exceptions Create a user-defined method Code a repetition structure using the while statement Write a switch statement to test for multiple values in data Format numbers using a pattern and the format() method Construct a Color object Use a Checkbox and a CheckboxGroup in the user interface 	<p>Program 4.1</p> <p>Program 4.1</p> <p>Knowledge Check</p> <p>Knowledge check</p> <p>Program 4.2</p> <p>Program 4.3</p> <p>Program 4.4</p> <p>Program 4.5</p> <p>Program 4.6</p> <p>Program 4.7</p> <p>Program 4.8</p>	<p>JP2.1</p> <p>JP3.3</p> <p>JP5.1</p> <p>JP5.1</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP5.2</p> <p>JP3.3</p> <p>JP3.3</p> <p>JP3.3</p>

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Week	Lesson	Assignment	SD Technology Standards
18	Finals Week	TEST	

Grading Scale: Brookings High School

Classroom %: In-class work 20%

A+: 98-100 B+: 91-89 C+: 80-82 D+: 71-73

Programs – 40%

A: 95-97 B: 86-88 C: 77-79 D: 68-70

Tests – 40%

A-: 92-94 B-: 83-85 C-: 74-76 D-: 65-67