

Monday 09/01/2025	Tuesday 09/02/2025	Wednesday 09/03/2025	Thursday 09/04/2025	Friday 09/05/2025
Work	Play	Work	Play	Work
<p>Game/Sim Foundations 1 7:19am - 8:16am</p>	<p>Game/Sim Foundations 1 7:19am - 8:16am</p>	<p>Game/Sim Foundations 1 7:19am - 8:16am</p>	<p>Game/Sim Foundations 1 7:19am - 8:16am</p>	<p>Game/Sim Foundations 1 7:19am - 8:16am</p>
<p>Game/Sim Design 2 8:20am - 9:10am</p>	<p>Game Design 9/2/25</p>	<p>Game Design and Simulation 9/3</p>	<p>Game Design 9/4/25</p>	<p>Game Design and Simulation 9/5</p>
<p>SWARM 9:50am - 10:28am</p>	<p>Essential Question:</p>	<p>Game Exploration: "Double Dragon"</p>	<p>Essential Question:</p>	<p>Game Exploration: "Cup Head"</p>
<p>Game/Sim Design 3/4 10:38am - 12:22pm</p>	<p>What is the relationship between representation of society and the responsibility to moderate content in video games?</p>	<p>Essential Question: "What are the determining factors of a successful AAA title?"</p>	<p>What is the relationship between representation of society and the responsibility to moderate content in video games?</p>	<p>Essential Question: "What are the determining factors of a successful AAA title?"</p>
<p>Game/Sim Design 2 12:26pm - 1:16pm</p>	<p>Objective: Understanding navigation in Unreal Engine</p>	<p>Background: One of the first same time cooperative games for the NES, Double dragon featured a new combat style including kicks, punches and grapple throws.</p>	<p>Objective: Understanding navigation in Unreal Engine</p>	<p>Background: As a child I was a fan of the old school animatipon style but wondered if there would ever be a way to live-play an animated game. Cuphead found a way to match hand drawn animation with new age gaming!</p>
<p>Game/Sim Foundations 1:20pm - 2:10pm</p>	<p>- Prompt: "What job career did you choose for the Xello questionnaire. What was the salary attached to it?"</p>	<p>Objective: Complete Quality Analysis game test sheet in Canvas.</p>	<p>- Prompt: "Will "Realism" in video games continue to be the major draw or is there another direction that influences the success of a game??"</p>	<p>Objective: Complete Quality Analysis game test sheet in Canvas.</p>
	<p>Use correct MLA standards when writing paragraph (min.5 sentences) with emphasis of:</p>	<p>Game/Sim Design 2 8:20am - 9:10am</p>	<p>Use correct MLA standards when writing paragraph (min.5 sentences) with emphasis of:</p>	
	<ul style="list-style-type: none"> • Correct punctuation and spelling • Correct sentence structure • Paragraph beginning with 	<p>Game Design and Simulation 9/3</p>	<ul style="list-style-type: none"> • Correct punctuation and spelling • Correct sentence structure • Paragraph beginning with 	<p>Game/Sim Design 2 8:20am - 9:10am</p>
	<p>INTRO sentence, SUPPORTING SENTENCES then proper closing.</p>	<p>Game Exploration: "Double Dragon"</p>	<p>INTRO sentence, SUPPORTING SENTENCES then proper closing.</p>	<p>Game Design and Simulation 9/5</p>
	<ul style="list-style-type: none"> • Maintain topic throughout paragraph 	<p>Essential Question: "What are the determining factors of a successful AAA title?"</p>	<ul style="list-style-type: none"> • Maintain topic throughout paragraph 	<p>Game Exploration: "Cup Head"</p>
	<p>Classroom Instruction</p>	<p>Background: One of the first same time cooperative</p>		<p>Essential Question: "What are the determining factors of a successful AAA title?"</p>

(20 minutes):

Game/Sim Design 2 8:20am - 9:10am

Game Design 9/2/25

Essential Question:
What is the relationship between representation of society and the responsibility to moderate content in video games?

Objective: Understanding navigation in Unreal Engine

- **Prompt: "What job career did you choose for the Xello questionnaire. What was the salary attached to it?"**

Use correct MLA standards when writing paragraph (min.5 sentences) with emphasis of:

- Correct punctuation and spelling
- Correct sentence structure
- Paragraph beginning with

INTRO sentence,
SUPPORTING SENTENCES
then proper closing.

- Maintain topic throughout paragraph

Classroom Instruction (20 minutes):

games for the NES, Double dragon featured a new combat style including kicks, punches and grapple throws.

Objective: Complete Quality Analysis game test sheet in Canvas.

SWARM 9:50am - 10:28am

Game/Sim Design 3/4 10:38am - 12:22pm

Game Design and Simulation 9/3

Game Exploration: "Double Dragon"

Essential Question: "What are the determining factors of a successful AAA title?"

Background: One of the first same time cooperative games for the NES, Double dragon featured a new combat style including kicks, punches and grapple throws.

Objective: Complete Quality Analysis game test sheet in Canvas.

Game/Sim Design 2 12:26pm - 1:16pm

Game Design and Simulation 9/3

Game Exploration: "Double

Classroom Instruction (20 minutes):

Game/Sim Design 2 8:20am - 9:10am

Game Design 9/4/25

Essential Question:
What is the relationship between representation of society and the responsibility to moderate content in video games?

Objective: Understanding navigation in Unreal Engine

- **Prompt: "Will "Realism" in video games continue to be the major draw or is there another direction that influences the success of a game??"**

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- Maintain topic throughout paragraph

Background: As a child I was a fan of the old school animatipon style but wondered if there would ever be a way to live-play an animated game. Cuphead found a way to match hand drawn animation with new age gaming!

Objective: Complete Quality Analysis game test sheet in Canvas.

SWARM 9:50am - 10:28am

Game/Sim Design 3/4 10:38am - 12:22pm

Game Design and Simulation 9/5

Game Exploration: "Cup Head"

Essential Question: "What are the determining factors of a successful AAA title?"

Background: As a child I was a fan of the old school animatipon style but wondered if there would ever be a way to live-play an animated game. Cuphead found a way to match hand drawn animation with new age gaming!

Objective: Complete Quality

SWARM 9:50am - 10:28am

Game/Sim Design 3/4
10:38am - 12:22pm

Game Design 9/2/25

Essential Question:
What is the relationship between representation of society and the responsibility to moderate content in video games?

Objective: Understanding navigation in Unreal Engine

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Classroom Instruction
(20 minutes):

Dragon"

Essential Question: "What are the determining factors of a successful AAA title?"

Background: One of the first same time cooperative games for the NES, Double dragon featured a new combat style including kicks, punches and grapple throws.

Objective: Complete Quality Analysis game test sheet in Canvas.

Game/Sim Foundations
1:20pm - 2:10pm

Game Design and Simulation 9/3

Game Exploration: "Double Dragon"

Essential Question: "What are the determining factors of a successful AAA title?"

Background: One of the first same time cooperative games for the NES, Double dragon featured a new combat style including kicks, punches and grapple throws.

Objective: Complete Quality Analysis game test sheet in Canvas.

Classroom Instruction
(20 minutes):

SWARM 9:50am - 10:28am

Game/Sim Design 3/4
10:38am - 12:22pm

Game Design 9/4/25

Essential Question:
What is the relationship between representation of society and the responsibility to moderate content in video games?

Objective: Understanding navigation in Unreal Engine

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Analysis game test sheet in Canvas.

Game/Sim Design 2 12:26pm - 1:16pm

Game Design and Simulation 9/5

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Objective: Complete Quality Analysis game test sheet in Canvas.

Game/Sim Foundations
1:20pm - 2:10pm

Game Design and Simulation 9/5

Game Exploration: "Cup Head"

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- 1:16pm

Game Design 9/2/25

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(20 minutes):

Game/Sim Foundations
1:20pm - 2:10pm

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