

Monday 08/10/2026	Tuesday 08/11/2026 Play	Wednesday 08/12/2026 Work	Thursday 08/13/2026 Play	Friday 08/14/2026 Work
	Game/Sim Foundations 1 7:30am - 8:20am 8/11 Class Welcome Game Design Foundations: Student Welcome: Students will learn the structure of our classroom and have time to acclimate to new procedures. Essential Question: What does success in this program look like to you? Objective: Choose a path between programming (Game Dev), art production (Art Dev) and business development (Biz Dev) based off of interests and talents within the program. Class time management: ⌚10 - Student personality/ career survey ⌚10 - Instructor Introduction ⌚10 - Classroom expectations - Program	Game/Sim Foundations 1 7:30am - 8:20am 8/12 Class Welcome Game Design Foundations: Students will experience the controls within a 2D game creation tool. Essential Question: What does success in this program look like to you? Objective: Choose a path between programming (Game Dev), art production (Art Dev) and business development (Biz Dev) based off of interests and talents within the program. Class time management: ⌚10 - Blog Post - "How does Sony's idea of removing physical games affect the future of game designers?" Blog posts must have 4+ sentences, use correct	Game/Sim Foundations 1 7:30am - 8:20am 8/13 Intro to Flowlab Game Design Foundations: Students will experience the controls within a 2D game creation tool. Essential Question: What does success in this program look like to you? Objective: Choose a path between programming (Game Dev), art production (Art Dev) and business development (Biz Dev) based off of interests and talents within the program. Class time management: ⌚10 - Blog Post - "Grand Theft Auto 6 has been said to create millionaires in real life. Do you think this is true and if so, how can players monetize their gameplay?"	Game/Sim Foundations 1 7:30am - 8:20am 8/14 Intro to Flowlab Game Design Foundations: Students will experience the controls within a 2D game creation tool. Essential Question: What does success in this program look like to you? Objective: Choose a path between programming (Game Dev), art production (Art Dev) and business development (Biz Dev) based off of interests and talents within the program. Class time management: ⌚10 - Blog Post - "Would you rather work for a AAA game design studio or develop your own original game for an indie studio? Defend your position." Blog posts must have 4+

overview (Classroom levels, CTSO Powerpoint, Industry Certifications)
🕒20 - Students will register with 2D game production platform - FLOWLAB.IO

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

8/11 Class Welcome

Game Design Foundations:

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- Introduction sentence
- Supporting idea 1
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- (optional) supporting idea 3
- Closing sentence (i.e. "For these reasons...")

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🕒20 - Flowlab introduction tutorial

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🕒10 - FLOWLAB.IO registration
🕒30 - Flowlab introduction tutorial - Deep dive into creating BACKGROUNDS, MAIN PLAYERS & ENEMIES

Standards

- 18.01** Analyze and deconstruct game environments and interactions.
- 15.03** Using a simple game development tool, create a game or simulation.
- 26.03** Identify common design elements used to vary weapons, characters and tools.
- 18.03** Identify and discuss popular world building tools.
- 18.02** Identify and discuss popular gaming engines.

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8/13 Gameplan Unit 1 - Intro to Unreal Engine

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⌚40 - Students will register with 3D Unreal Engine platform GAMEPLAN and: complete Unit 1 **COURSE OVERVIEW**

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Game/Sim Design 3/4
10:00am - 10:50am

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19.02 Identify current employment trends and career opportunities in the

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10:00am - 11:40am

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17.03 Evaluate and compare employment opportunities that match career goals.

Game/Sim Design 3/4
10:00am - 11:40am

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Cybersecurity 12:00pm - 1:00pm

8/12 Social Engineering

Cyber Security:

Student Welcome:
Students will learn the structure of our classroom and have time to acclimate to new procedures.

Essential Question:

What is social engineering and why should we be aware of it?

Objective:

Explain how social engineering tactics influence victims to

players monetize their gameplay?"

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Class time management:
⌚50 - FREE RESPONSE PRACTICE:

AP Cybersecuri

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What is social engineering and why should we be aware of it?

Objective:

Identify common indicators of social engineering tactics.

Class time management:
⌚10 - Instructor Introduction/ Powerpoint
⌚10 - AP classroom registration
⌚10 - Classroom expectations - Program overview Curriculum and Exam Document
⌚20 - Social Engineering -

perform a desired action.

Class time management:
⌚20 - Recent Events:
Research a social engineering attack that occurred within a year. List the article source and:

- What happened?
- What social engineering tactic was used?
- What was the impact?
- How could it have been prevented?

⌚10 - Social Engineering - GTA 6 cyber attack

⌚20 - Become the attacker!

18.02 Maintain a career

18.03 Evaluate and

Game/Sim Design 3/4
10:50am - 11:40am

8/13 Gameplan Unit 1 - Intro to Unreal Engine

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Class time management:
⌚10 - Blog Post - "Grand

ty FRQ #1

Topic 1.1: Understanding Social Engineering

Scenario

A student receives the following email:

From:

schoolhelpdesk@secure-login-support.com

Subject:

Immediate Action Required
Your student account has been flagged for suspicious activity. Failure to verify your username and password within 24 hours will result in permanent account suspension.

Case Study: MGM Grand
Cyber Attack

What tactics do social
engineers use?

Game/Sim Foundations
1:00pm - 2:00pm

8/11 Class Welcome

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Get into groups of 5 or 6:
Students as a group create:

- Phishing email or
- Fake text message

Requirements:

- Use urgency
- Use intimidation
- Use authority
- Include at least 3 social engineering indicators

Indicators -

- **Fake authority:** Posing as a boss, tech support, police, or government worker.
- **Name dropping:** Using real names of company leaders to sound safe.
- **Helpfulness trap:** Pretending to fix a problem you did not know you
- **False urgency:** Demanding immediate action to prevent a crisis or penalty.
 - **Scarcity:** Claiming a great offer or fix is available for only

Theft Auto 6 has been said to create millionaires in real life. Do you think this is true and if so, how can players monetize their gameplay?"

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Click the link below to verify your account:
secure-login-support.com/verify
Thank you,
District Technology Department

Questions

A. Indicators (3 points)

Identify **three indicators** that suggest this email may be a social engineering attack.

B. Influence Techniques (2 points)

Explain **two ways** the attacker attempts to influence the victim into taking action.

new procedures.

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a short time.

- **Rushing:** Forcing you to act before you have time to think or verify.

Game/Sim Foundations
1:00pm - 2:00pm

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What are the consequences of social engineering?

Objective:

Describe possible impacts for victims of social engineering attacks.

Class time management:

- 🕒10 - Social Engineering - LINUS TECH TIPS HACK

C. Impact (2 points)

Describe **two possible consequences** if the victim clicks the link and submits credentials.

D. Defense Strategy (3 points)

Recommend **two actions** the student should take upon receiving this email and explain why those actions help reduce cybersecurity risk.

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1:00pm - 2:00pm

8/14 Intro to Flowlab

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⌚20 - Flowlab introduction tutorial

⌚20 - HORNET TANK!

Groups present their phishing attempt:

1. Group presents their attack
 - Who was targeted
 - Why were they targeted

2. Class evaluates:
 - Students point out what made the attempt suspicious

3. Class votes:

- 3 winners
- Most believable
 - Most dangerous
 - Easiest to detect

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SWARM