

7th Grade Tech-Tac-Toe

Code	Photo Story	Stop Motion:Pivot
Photo Collage	Google Sketch-Up	Picture Puzzle
Smore'	Gravity Master	Game Design

Learn to Code – There are several great websites that can teach you the basics of computer programming. Pick from one of these websites to starting learning to code. You will need to document your progress by taking screen shots of what you are doing and posting it to your Weebly with a description.

1. http://codecombat.com/?hour_of_code=true Create an account first, **you must complete the ENTIRE Kithgard Dungeon level**
2. <https://www.khanacademy.org/computing/hour-of-code/hour-of-code-tutorial/v/welcome-hour-of-code> you must **complete all lessons and the Wild Animal project**, which you will link to your weebly
3. <https://groklearning.com/courses/> Start at the beginner course, **finish all 8 lessons.**

Photo Story: Using pictures you have taken, you will use Photo Story to create a slide show of at least 15 pictures. You must also add text to 5 pictures and music to the slide show. You can use the program to create music or bring in your own music to use.

Stop Motion: Using the installed program called PIVOT, create a stop motion project setting the size (Options menu) to 700 X 500 with a background you design in paint. You must set the paint size to 700 X 500 as well and save the paint file as a JPEG. You must have at least 150 slides showing **your character and another character** moving from one location to another, **NO FIGHTING.**

Make a picture puzzle of you and post on your website – use the following website <http://www.flash-gear.com/puzzle/> upload a photo of yourself (I have cameras on the back counter) and create a puzzle with medium size pieces. Once the puzzle has been created you need to get the embedded code and post the puzzle on your student website.

Photo Collage – using this website www.photovisi.com you will create a collage **with pictures you have taken with a digital camera in class.** You must upload at least 8 pictures to any of the free backgrounds. Once you have created your collage there is a link that says download collage use that link to save your collage as a JPEG and then upload to your Weebly.

Google Sketch-up Shed – go to your start button and type “sketchup” in the search bar. When you first open Sketch-up it will start at a welcome screen. Here you must choose a template. You want to choose “Architectural Design – Feet and Inches”. Once you have the program open you need to open this video <http://www.mrmartinweb.com/images/shed.mov> . Be sure to follow it step – by – step and it will walk you through

how to build a two room shed. Remember to use the screen snapping feature so you can have both screens open. Pause the video while you on your shed so you do not get lost. **When done add paint and roof materials.**

Create a Smore – go to <https://www.smores.com/> create an account so you can save your Smore. Your Smore will be created about a topic related to technology or a school interest. It must have a title containing your name and your project title, 3-5 images about your project and text describing your topic (it should be clear to the reader what your Smore is about). You may change the wall background and any other design elements that you would like to change.

Kodu Game Lab – Go to your start menu and search for Kodu, you will see Kodu Game Lab select that program. From the main menu select Load World, you will then see a lot of different tutorials to learn how to start programming the Kodu game. **Your First task is to complete any 5 tutorial lessons. When you have completed the lesson and you get to the Congratulations! Screen you will need to take a screen capture of that screen as evidence of completion.** Once you have 5 different tutorials completed you must insert those screen captures onto your Tech-Tac-Toe Weebly page. Second part of the assignment is to create a game on your own. The game must have a goal for the player to achieve. For example, player must collect 10 coins or points or you could create a race type game.

Workable Gravity Master Level- you must go to the game site www.gravitymaster.net and create 3 of your own workable levels for the game. You must pass the first 5 levels to get to the level editor. The player must be able to get the ball through the level and successfully be able to clear all obstacles. Your level must contain obstacles to challenge the player. It cannot just be the ball moving from point A to point B with no challenges. **Each level must have a different solution.**