Six Week Workshop Schedule from Fall 2017

SEPTEMBER 16  9:00 – 5:00  3D Processing
9:00 – 9:12  PBJ  - tie in with copyright theme
9:15 – 9:20  Explain Processing’s 3D coordinate system at whiteboard
9:20 – 9:45  Navigate the room using the 3D coordinate system
9:45 – 10:30  Spheres, cones, pyramids, wedges
Adding color, moving shapes (pushMatrix, popMatrix, translate)
10:30 – 10:45  Snack break
10:45 – 11:30  Make a box vertex by vertex
11:35 – 12:00  Coding time or talk about copyright/patent issues or learn animation
12:00 – 1:00  Lunch
1:00 – 2:30  Challenge: make a virtual automatic whiteboard eraser in 3D
2:30 – 3:00  Guest Speaker: Talk about experience in UX and college life
3:00 – 4:15  Keep working on “challenge”
4:15 – 5:00  Oculus viewing – parents arrive at 4:30

SEPTEMBER 23  12:00 – 2:00  2D Processing Art
12:00 – 12:15  Ellipse, rectangle, triangle
12:15 – 12:45  Random colors and shapes
12:45 – 1:00  Talk about copyright, art, computer generated art
1:00 – 2:00  Program some art
### SEPTEMBER 30
12:00 – 2:00  2D Processing Video-game treasure hunt

12:00 -12:15  Brainstorming – what makes a game?  
What does a treasure hunt need?

12:15 – 1:15  Program treasure hunt  
Talk about grid for detecting locations  
Collision detection using a 2D array as the grid

1:15 – 1:30  Add a point system

1:30 – 2:00  Random numbers for treasure placement and making methods

### OCTOBER 7
12:00 – 2:00  Scratch Video Story and Learning lists

12:00 – 12:15  How to say, move, make a simple tune

12:15 – 12:30  Drawing shapes and using clones and sprites

12:30 – 1:40  Creative time

1:40 – 2:00  Share creations and talk about open source vs. copyright

### OCTOBER 14
12:00 - 2:00  Java chatbot

12:00 – 12:30  Simple Java array lists for blessings program

12:30 – 1:00  Scanner & Hello World; comparing strings with .equals

1:00 – 2:00  Coding number guessing chatbot. Teach random with modulus.
OCTOBER 21

9:00 – 5:00      GAME JAM

9:00      Brainstorm game ideas at whiteboard
          Discuss how to start and scale back

9:15 - 9:30     Choose an idea and plan program on paper

9:30 – 10:30    Coding

10:30 – 11:00   Guest speaker: lawyer/educator discusses copyright and fair use issues

11:00 – 11:15   Snack break

11:15 – 12:15   Coding

12:15 – 1:15    Lunch

1:15 – 4:00     Coding (start testing at 3:00)

4:00 – 5:00     Showcase and award ceremony
          Talk about Aspirations in Computing
          Tell families and girls that there is the option to continue through a local computing club