

PROGRAMMING, GAMES, APPS, SOCIETY (11.47200) COURSE PACING OVERVIEW

Duration (Weeks)	Semester 1 - Unit/Topic	PROJECT(S)	Standard	
2	1. Employability Skills		IT-PGAS-1	
1	2. Soft Skills		IT-PGAS-1	
2	3. Careers	FBLA Project 1 "Flock of Birds"	IT-PGAS-1	
1	4. FBLA	FBLA Project 2 "Reporting for Duty"	IT-PAGS-9	
1	5. Ethics		IT-PGAS-6	
3	6. Software Design	FBLA Project 3 "Alien Dance Squad" FBLA Project 4 "Physics Pinball" FBLA Project 5 "Mower Dodge Ball"	IT-PGAS-8	
4	7. Software Development	FBLA Project 6 "Thunder Road" FBLA Project 7 "Deep Space"	IT-PGAS-2	
4	8. Using Objects		IT-PGAS-3	
Duration (Weeks)	Semester 2 - Unit/Topic			

5	9. Interface Design	Long-Term Project "Final Project Game Design"	IT-PGAS-4	
5	10. Digital Media		IT-PGAS-5	
4	11. Security		IT-PGAS-6	
4	12. Data		IT-PGAS-7	
36	TOTAL			