

#	LESSON	OBJECTIVES	STANDARDS
1	TURTLE FUNCTIONS	<ul style="list-style-type: none"> <li>Use functions, arguments and parameters</li> <li>Understand Turtle elements</li> <li>Create Mini App using Turtle</li> </ul>	ACTDIP020 - Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input
2	FLAPPY BIRD GAME	<ul style="list-style-type: none"> <li>Create Flappy bird App</li> <li>Customize UI elements to personalize the game</li> </ul>	ACTDIP018 - Design a user interface for a digital system
3	BASKETBALL GAME	<ul style="list-style-type: none"> <li>Explore Game creation with Basketball</li> <li>Design logic to use walls and player hand</li> </ul>	ACTDIP020 - Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input
4	BOUNCEBALL GAME	<ul style="list-style-type: none"> <li>Explore Game creation with Bounce ball</li> <li>Design logic to use bounce speeds</li> </ul>	ACTDIP020 - Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input
5	SHOOTING GAME	<ul style="list-style-type: none"> <li>Create characters of Shooting Game</li> <li>Make characters respond to events</li> </ul>	ACTDIP013 - Plan, create and communicate ideas and information independently and with others, applying agreed ethical and social protocols
6	SHOOTING GAME	<ul style="list-style-type: none"> <li>Update Shooting Game constructs</li> <li>Work with bullet and hit the enemy</li> </ul>	ACTDIP013 - Plan, create and communicate ideas and information independently and with others, applying agreed ethical and social protocols
7	SHOOTING GAME	<ul style="list-style-type: none"> <li>Update construct of Shooting Game</li> <li>Make enemy respond to bullets and respawn</li> </ul>	ACTDIP013 - Plan, create and communicate ideas and information independently and with others, applying agreed ethical and social protocols
8	SHOOTING GAME	<ul style="list-style-type: none"> <li>Create levels of the game</li> <li>Explore complexity for each level</li> </ul>	ACTDIP013 - Plan, create and communicate ideas and information independently and with others, applying agreed ethical and social protocols
9	MAZE GAME	<ul style="list-style-type: none"> <li>Create characters for Maze Game</li> <li>Make characters respond to events</li> </ul>	ACTDIP020 - Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input
10	MAZE GAME	<ul style="list-style-type: none"> <li>Update Maze game with logical conditions</li> <li>Finish game with ending constructs to win game</li> </ul>	ACTDIP020 - Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input