

Pacing Plan Copied from: Intro to Computer Science through Game Development & Design, Copied on: 02/21/22

Content Area: **CTE**
Course(s): **Sample Course**
Time Period: **SeptOct**
Length: **10 Days, Grades 9-12**
Status: **Published**

Game Development 1



Belleville Public Schools Unit Pacing Guide

Content Area:
Course(s):
Time Period:

Division of Units / Topics:

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|-------------|--|
| Unit Plan 1 | |
| Unit Plan 2 | |

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| Unit Plan 3 | |
| Unit Plan 4 | |
| Unit Plan 5 | |
| Unit Plan 6 | |