

# 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

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## Belleville Public Schools Unit Pacing Guide

**Content Area:**  
**Course(s):**  
**Time Period:**

**Division of Units / Topics:**

Unit Plan 1	
Unit Plan 2	

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