

# 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	