

Unit 12 - Objects

Content Area: **21st Century Life & Careers**
Course(s):
Time Period: **Semester 2**
Length: **2- 3 Weeks**
Status: **Published**

Unit Introduction

Standards

TECH.8.1.12	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.12.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.

Essential Questions

- How/why do we use object oriented programming (OOP)?
- What are the advantages of object oriented programming?
- How do we group information correctly?

Content / Skills

SKILLS

- Program with objects.
- Apply all skills learned to create an end of year application or game.