FOREST LAKE AREA SCHOOLS
FOREST LAKE, MN 55025

January 6, 2011

AGENDA ITEM: 12.5

TOPIC: FIRST READING OF VIDEO GAME DESIGN BASICS

BACKGROUND: In the fall of 2010, curriculum discussions led to a .5 credit increase in the science requirement at 7th grade. This increase will take effect in fall of 2011. With the increase in 7th grade science, discussions around elective offerings at the Jr. High level led to the decision to offer 2 credits of elective choice for all 7th and 8th grade students, beginning in the fall of 2011. Elective departments have worked throughout the fall of 2010 to update current offerings or create new course offerings in elective areas. Some offerings will be tailored to mixed groups of 7th and 8th grade students, while some offerings will be offered to grade level students at either grades 7, 8 **or** 9.

PROCESS: With credit changes at the jr. high level, the Business department is seeking new opportunities to develop technology skills in the area of programming and video game design that will benefit students as they move to classes at the high school. This course will provide early access to these types of technology skills for interested students. Students will utilize SCRATCH, a free on-line program in this course.

RECOMMENDATION: First reading of a proposal to offer a new 7th and 8th grade elective, Video Game Design Basics, for 2011-12 school year.

Course Title: Video Game Design Basics

Course Number:

Grade Level: 7-8

Credit Hours: .5

Course Description:

Scratch the surface of video game design! You will create video games using a free online program called SCRATCH. Show off your creative side and passion for gaming! You will produce games, stories, animations, simulations, and interactive art projects in this class. Once ready, you can share what you've created on the Scratch website for people to play and explore. This class is a great introduction to the high school video gaming class. Start your future in a booming field.

Prerequisite:

Articulated Agreements / College Credit(if applicable):

None

Alignment with Minnesota Academic Standards or national/state contest standards:

The following is taken from the Nation Business Education Standards:

I. Impact on Society

Achievement Standard: Assess the impact of information technology on society.

IV. Information Technology and Major Business Functions

Achievement Standard: Describe the information technology components of major business functions and explain their interrelationships.

VI. Input Technologies

Achievement Standard: Use input technologies appropriately to enter and manipulate text and data.

VII. Information Retrieval

Achievement Standard: Gather, evaluate, use, and cite information from information technology sources...

XVII. Information Technology Careers

Achievement Standard: Describe positions and career paths in information technology.

From the National Standards for Business Education © 2001 by the National Business Education Association, 1914 Association Drive, Reston, VA 20191.