

Merrimack School District
Essential Learning Competencies

School	Merrimack High School
Discipline	Technology
Course Title	Game Design and Development

Quarter 1

Essential Learning Competencies	Links to the Rubrics/Standards/Competency	Formative Assessments	Summative Assessments
1. Basic Operations, downloading and choosing software and editor needed for school and home use.	Explore and utilize effective technologies in setting up basic operations.	Student Observation Q&A	Checklist Completed Complete Designated Tutorial Self Reflection of Tutorial
2. Reading and writing the basics of CSharp Fundamentals Programming Language	Writing and compiling code while exploring debug features, and customizations.	Class Discussions Student Observation Mini Assignments	Creating 1st game; incorporating C# Fundamentals Programming Language
3. The basics of Unity Game User interface	Controlling Game Objects, Menus and Triggers	Student Observation Mini Assignments	Creating 1st game; incorporating basic user interface
4. The basics of Environment Creation	Incorporate environment creations through the asset store and tutorials	Student Observation Class Observation/ Discussions	Creating 1st game; incorporating basic environments
5.			
6.			

Quarter 2

Essential Learning Competencies	Links to the Rubrics/Standards/Competency	Formative Assessments	Summative Assessments
1.			

2.			
3.			
4.			
5.			
6.			

Quarter 3

Essential Learning Competencies	Links to the Rubrics/Standards/Competency	Formative Assessments	Summative Assessments
1.			
2.			
3.			
4.			
5.			
6.			

Quarter 4

Essential Learning Competencies	Links to the Rubrics/Standards/Competency	Formative Assessments	Summative Assessments
1.			
2.			
3.			
4.			
5.			
6.			