



LESSON PLAN (Weekly)

Southern California Regional Occupational Center

COURSE TITLE: **Video Games- Characters and Effects**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **Week 2**

MAJOR INSTRUCTIONAL OBJECTIVES

Students will learn classroom rules and procedures.
Student will begin work on the Organic Character .
Students will show progress on both Organic Character and the Maze projects.
Character should have torso completed.

INSTRUCTIONAL ACTIVITIES

Class lecture regarding rules and attendance policy

Demonstration using graph paper and how to layout the Maze project

DVD - **3DS Max Game Character Development - Vol 1.**

Independent classroom work.

EVALUATION:

Students will show substantial progress on their projects

ESLR's covered:

- 1. Demonstrate mastery of occupationally specific job skills.
- 2. Demonstrate career/employment literacy.
- 3. Possess effective communication skill.
- 4. Possess critical thinking skills.
- 5. Function as a self-directed achiever.
- 6. Function as a responsible, contributing member of society

ACADEMIC/CTE STANDARDS TAUGHT OR REINFORCED: