

Lesson 3 “Your Game Graphics”

OVERVIEW

1. All students read their journal entries from last week and look at tasks planned for today.
2. Students identify graphics needed for their games and begin finding/creating them.
3. By the end of class, each game should run with at least one customized graphic.
4. Wrap-up. Students update journals and discuss today’s class.

CLASSROOM PREPARATION & MATERIALS

- Test laptops, video projector, presentation files and internet connection.
- copy of Student Workbook for each student
- Flash drive for each student (if not working at Girlstart site)
- See Trainer Preparation section

TRAINER TECHNICAL PREPARATION

- Be familiar with resources for graphics on-line, Photoshop and paint programs.

KEY CONCEPTS

- Identifying all the individual graphics required for their game.
- Finding suitable graphics online or creating them.
- Saving graphics to folders that are accessible to game program.

SUGGESTED AGENDA (4 hours)

20 min.	10:00—10:20	Students read journal and task list
60 min.	10:20—11:20	Find or create images for games
40 min.	11:20—12:00	Lunch
60 min.	12:00—1:00	Resume working on graphics
45 min.	1:00—1:45	Begin incorporating graphics into game templates
15 min.	1:45—2:00	Wrap-up and journal updates

ACTIVITIES

Activity #1: Read journal and focus on today’s task list

Time: 20 minutes

Each student/pair reads journal entry from last week and creates plan for today’s class.

Activity #2: Begin finding/creating game graphics



Project IT Girl
Lesson 3 “Your Game Graphics”
Spring 2008 Curriculum

Time: 60 minutes

Students can visit wikispot “Get Inspired” page: <http://itgirl.wikispot.org/GetInspired> for public domain images and sounds for their games.

Activity #3: Lunch

Time: 40 minutes

Activity #4: Continue working on graphics

Time: 60 minutes

- Students update their journals with the work completed today and plan for the next class.
- Discuss the process of using the templates; answer any questions.

Activity #5: Begin applying graphics to game template

Time: 45 minutes

- Students update their journals with the work completed today and plan for the next class.
- Discuss the process of using the templates; answer any questions.

Activity #6: Wrap-up and journal time

Time: 15 minutes

- Students update their journals with the work completed today and plan for the next class.
- Discuss the process of using the templates; answer any questions.

SUPPLEMENT MATERIALS

Students can visit wikispot “Get Inspired” page: <http://itgirl.wikispot.org/GetInspired> for public domain images and sounds for their games.

Photoshop tutorials:

<http://www.pegaweb.com/tutorials/web-design-and-adobe-photoshop-tutorials.htm>

<http://graphic-design.com/Photoshop/>

<http://www.tutorialized.com/tutorials/Photoshop/1>