



Immersive Teaching
STEAM Academy

Grades 6-12 Technology Education

Students attend twice a week for four hours. Find locations, class times, and tuition rates online at www.ITSAschool.com

Web Design and Computing - Quarter 1

Design and build webpages using HTML programming language. Students research layout principles to progressively upgrade their webpages. Media copyright issues discussed and applied. Keyboarding, computing and problem-solving skills are emphasized.

AZ Computer Science Standards: Computing Systems CS.D.1, CS.HS.1, Networks and the Internet NI.NCO.1, Data and Analysis, DA.S.1-2, DA.IM.1, Algorithms and Programming AP.C.1, AP.PD.1, and Impacts of Computing IC.C.1-2, IC.SI.1, IC.SLE.1,3

Digital Arts - Quarter 2

Students are exposed to digital arts software to create unique artwork. Skills developed include: how to design, animate, model, and print creations. Students explore 3D modeling and 3D print original designs!

AZ Computer Science Standards: Computing Systems CS.HS.1-2, Data and Analysis DA.S.1, DA.CVT.1 Algorithms and Programming AP.PD.2, Impacts of Computing IC.C.1, IC.SLE.1

Game Development - Quarter 3

This unit begins with a fun exploration of gaming history and ratings. Students compare game play to future VR applications. Students learn how to storyboard and design using visual scripting Unity software. All games created are played with the whole class!

AZ Computer Science Standards: Algorithms and Programming AP.M.1, AP.PD.3, Impacts of Computing IC.C.1-2, IC.SI.1, IC.SLE.1

Coding and Internet Safety - Quarter 4

Learn problem solving techniques using algorithmic flow charts and pseudocode. Students learn program constructs such as variables, controls and modularity. Students build programs using C# programming language!

Guided discussions on how to interact appropriately online.

AZ Computer Science Standards: Computing Systems CS.HS.1, CS.T.1, Networks and the Internet NI.NCO.1, Algorithms and Programming AP.A.1, AP.V.1, AP.C.1-2, AP.M.1-2, AP.PD.1-3, and Impacts of Computing IC.C.1-3, CS.T.1