

Anoka-Hennepin Secondary Curriculum Unit Plan

Department:	BME	Course:	Video Game Design and Marketing	Unit 4 Title:	Project Concept & Splash Screen Development	Grade Level(s):	9-12
Assessed Trimester:	A	Pacing:	3-4 Days	Date Created:	4/23/2014	Last Revision Date:	

Course Understandings: <i>Students will understand that:</i> <ul style="list-style-type: none">

DESIRED RESULTS (Stage 1) - WHAT WE WANT STUDENT TO KNOW AND BE ABLE TO DO?

Established Goals	
<ul style="list-style-type: none">	
Transfer	
Students will be able to independently use their learning to: (product, high order reasoning) <ul style="list-style-type: none">	
Meaning	
Students will understand that: <ul style="list-style-type: none">	Students will keep considering: <ul style="list-style-type: none">
Acquisition	
Knowledge - Students will: <ul style="list-style-type: none"> Reasoning - Students will: <ul style="list-style-type: none">	Skills - Students will: <ul style="list-style-type: none">

Common Misunderstandings <ul style="list-style-type: none">	Essential new vocabulary <ul style="list-style-type: none">
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