

Computer Graphics III Pacing Guide

The following is the Computer Graphics III pacing guide. Assessments will be based on this guide.

Marking period 1: (45 Days)

1. Producing
 - Integrate, Practice, Present

2. Creating
 - Conceive, Develop, Construct

3. Responding
 - Perceive, Evaluate, Interpret

Marking period 2: (45 days)

1. Creating
 - Conceive, Develop, Construct

2. Producing
 - Integrate, Practice, Present

3. Responding
 - Perceive, Evaluate, Interpret

Marking period 3: (45 days)

1. Creating
 - Conceive, Develop, Construct

2. Producing
 - Integrate, Practice, Present

3. Connecting
 - Synthesize, Relate

Marking period 4: (45 days)

1. Producing
 - Integrate, Practice, Present

2. Responding
 - Perceive, Evaluate, Interpret

3. Connecting
 - Synthesize, Relate