

Pacing Guide - VR Cell Creation

Completed by Friday Week 1 (Will be Checked in Hour Work Session):

<u>Content Requirements (LTs)</u>	<u>Digital Fabrication Requirements</u>
<input type="checkbox"/> Research of Cellular Organelle Structure & Function (see the Min. Req. of the rubric)	<input type="checkbox"/> Watch the Roll-A-Ball Tutorials or Unity-Created Tutorials
<input type="checkbox"/> Research of Cellular Transport Descriptions (see the Min. Req. of the rubric)	<input type="checkbox"/> Start Making VR Assets or Collect Free Assets from the Unity Asset Store (Objects)
<input type="checkbox"/> Research of What Cells in the Human Body Have More or Less of What Organelles (see the Min. Req. of the rubric)	<input type="checkbox"/> Begin Integration of Scientific Information in VR (theme-based) <ul style="list-style-type: none"> <input type="checkbox"/> Intuitive <input type="checkbox"/> Consistent Visuals <input type="checkbox"/> Operates Smoothly
<input type="checkbox"/> Completed Practice: Cell & Cell Transport Mini-PBL Activity (using your research from the checklist above)	

Completed by Friday Week 2 (Will be Checked in Hour Work Session):

<u>Content Requirements (LTs)</u>	<u>Digital Fabrication Requirements</u>
<input type="checkbox"/> Research of Homeostasis Requirements (see the PR level of the rubric)	<input type="checkbox"/> Continue Integration of Scientific Information in VR (theme-based) <ul style="list-style-type: none"> <input type="checkbox"/> Intuitive <input type="checkbox"/> Consistent Visuals <input type="checkbox"/> Operates Smoothly
<input type="checkbox"/> Research of Cell Membrane Structure (see PR level of the rubric)	<input type="checkbox"/> Add Audio Requirements (science related)

Completed by Friday Week 3 (Will be Checked in Hour Work Session):

<u>Content Requirements (LTs)</u>	<u>Digital Fabrication Requirements</u>
<input type="checkbox"/> Research of the Types of Solutions and Cellular Transport Involvement (see the AD level of the rubric)	<input type="checkbox"/> Finish Integration of Scientific Information in VR (theme-based) <ul style="list-style-type: none"> <input type="checkbox"/> Intuitive <input type="checkbox"/> Consistent Visuals <input type="checkbox"/> Operates Smoothly
<input type="checkbox"/> Research connection between the survival of living systems in relation to cellular components, functions, and transports.	<input type="checkbox"/> Cellular Transport Involvement - User Experience of Cellular Transport (see the AD level of the rubric)
	<input type="checkbox"/> Movement in World and Triggers (see the AD level of the rubric) <input type="checkbox"/> Export Final Game as playable game for VR

FINAL PROJECT IS DUE BY THE FOLLOWING MONDAY AS VR CELL PROJECTS WILL BE PLAYED IN CLASS ON TUESDAY!