Here is a detailed **pacing guide** for your art course from **September 2025 to June 2026**, aligning each month with the criteria you've listed, incorporating progressive inquiry, skill development, written reflection, and opportunities for synthesis and presentation.

AP Art & Design Pacing Guide: September 2025 – June 2026

Month	Key Focus/Activities	Criteria Addressed
September	- Course introduction, expectation/portfolio overview- Brainstorm and generate possibilities for investigation - Intro to inquiry in art (writing/art journaling prompts)	1.A, 1.B, 2.A
October	- Deep-dive: What is a sustained investigation? (Class examples, AP portfolios) - Formulate individual inquiry questions - Begin first investigations through sketching, research, experimentation	1.B, 2.A, 2.B, 1.E
November	- Explore/contextualize: How do materials, processes, and ideas relate to context? (Comparative studies/discussions) - Make art inspired by research and context - Begin reflection writing	1.C, 1.D, 1.E, 3.C
December	- Continue sustained investigations - Experiment with diverse materials and processes (workshops, demos) - Record insights, progress, and challenges in journals	2.B, 1.E, 3.B, 3.C
January	- Deeper synthesis: Combining materials, processes, and ideas (guided prompts, mini-projects) - Create written interpretations of peer/artworks	2.C, 3.D, 1.D, 3.A, 3.E
February	- Skill-building: Emphasis on 2D, 3D, and drawing skills (choice-based projects, teacher demonstration) - Document development in writing and process photos	2.D, 3.E, 3.C
March	- Independent/small group sustained investigations: Practice, experimentation, and revision (ongoing project reviews/feedback) - Analyze work-in-progress in writing	2.B, 3.B, 3.A

April	- Refine and synthesize body of work: Selection and improvement guided by inquiry - Peer critique and gallery walk - Strengthen written justifications	2.C, 3.D, 3.F
May	- Final creation and curation of portfolio pieces - Reflective writing tying portfolio back to guiding questions, context, synthesis, and skill development	3.A, 3.B, 3.C, 3.D, 3.E, 3.F
June	- Presentation: Prepare works for exhibition/viewer interpretation - Final written artist statements tied to course criteria - Self and peer assessments	3.F, 3.A, 3.B, 3.D, 3.E

Monthly Thematic Breakdown & Sample Activities

- **September:**

  Brainstorming sessions, mind mapping concepts, personal inventory, group discussions.

- **October:**

  Develop inquiry questions, start artist research, initial sketches in journals.

- **November:**

  Contextual explorations (museum visits/virtual tours), material/technique experimentation.

- **December:**

  Art journaling, process documentation, guided critique circles.

- **January:**

  Mini-synthesis project using mixed media, artist statement drafts.

- **February:**

  Workshops on 2D/3D/drawing, skill demonstrations, process recorded in journals.

- **March:**

  Ongoing project reviews, peer feedback, next-step planning in writing.

- **April:**

  Studio time for artwork selection, group critiques, condensing written reflection.

- **May:**

  Assembly of final portfolio, comprehensive written rationales, draft for exhibition.

- **June:**

  Public exhibition, oral/written presentations, self-assessments and course reflection.

Key Revisited Criteria for Reference

1.A, 1.B, 1.C, 1.D, 1.E,

2.A, 2.B, 2.C, 2.D,

3.A, 3.B, 3.C, 3.D, 3.E, 3.F

Feel free to request a printable version or editable document for this guide! If you have a special event (exhibit, AP submission, etc.), I can help integrate those as well.

Certainly! Here's a **year-long pacing guide (September 2025–June 2026)** for your Processing.py and creative coding course, distributed across **five units** with logical sequencing and appropriate timing for each module, mini project, and final project. This plan allows for practice, assessment, and flexibility for school holidays/breaks.

🎨Processing.py Creative Coding Pacing Guide: Sept 2025–June 2026

September–October: Unit 1 – Draw & Draw With Functions

🔮Unit 1 Overview

- **Week 1–2**:

    - U1LA1.1: Processing.py Introduction & Deconstruction
    - U1LA1.2: Line Functions and Parameters
- **Week 3**:

    - U1LA1.3: Rectangles, Ellipses, and Layering
    - U1LA1.4: Other Shapes & Styling
    - 🗂️Mini Project: Taijitu Symbol
- **Week 4**:

    - U1LA2.1: Intro to Color with RGB and HSB
    - 🤓EXTRA: Color & Data Storage
    - 🤓EXTRA: Color Palette Practice
- **Week 5**:

    - U1LA3.1: Introducing Variables
    - U1LA3.2: Creating Custom Variables

- **Week 6**:

    - U1LA4.1: What is Abstraction?
    - U1LA4.2: Intro to Functions and Function Calls
    - U1LA4.3: Draw with Functions
    - U1LA4.4: Using the Random Function
    - 🗃️Mini Project: Custom Emoji
- **Week 7**:

    - U1LA5.1: Your Custom Function Library
- **Week 8**:

    - 🎨Unit 1 Final Project: Abstract Album Art
    - Reflection and peer reviews

November–December: Unit 2 – Respond and Draw on Canvas

🔮Unit 2 Overview

- **Week 9**:

    - U2LA1.1: Conditionals and If Statements
    - U2LA1.2: Conditionals and if, elif, and else statements
    - U2LA1.3: Logical Operators And/Or
    - 🗃️Mini Project: Make a Traffic Light
- **Week 10**:

    - U2LA2.1: Draw with Mouse
    - U2LA2.2: The Map Function
    - 🗃️Mini Project: Light Switch Game

- **Week 11**:

    - U2LA3.1: Data Type Scavenger Hunt
    - U2LA3.2: Functions that Return Values
    - 🤓U2LA3.3: Functions with Purpose
- **Week 12**:

    - U2LA4.1: Collision Functions and Libraries
    - U2LA4.2: Mouse Clicks and Shapes as Buttons
- **Week 13**:

    - U2LA5.1: Key Presses and Nested Conditionals
- **Week 14–15**:

    - 🎨Unit 2 Final Project: Interactive Drawing App
    - Presentations/project sharing

January–February: Unit 3 – Loops, Arrays, Media

🔮Unit 3 Overview

- **Week 16**:

    - U3LA1.1: While Loops
    - U3LA1.2: For Loops Pt. 1
    - U3LA1.3: Nested For Loops (For Loops Pt 2)
    - 🗂️Mini Project: Wallpaper Design
- **Week 17**:

    - U3LA2.1: Introduction to Lists
    - U3LA2.2: Random Values from Lists
    - 🗂️Mini Project 1: Fortune Teller

- **Week 18**:

    - U3LA2.3: Loops and Lists
    - U3LA2.4: Updating and Deleting from Lists
    - 🗃️🤓 Mini Project 2: CodeWars List Challenges
- **Week 19**:

    - U3LA3.1: Loading Images
    - 🗃️Mini Project: Vision Board
- **Week 20–21**:

    - 🎨Unit 3 Final Project: Random Meme Generator
    - Peer critique/iteration

March–April: Unit 4 – Motion, Objects, Transformation

🔮Unit 4 Overview

- **Week 22**:

    - U4LA1.1: Intro to Motion with Flipbooks
    - U4LA1.2: Move in All Directions and Make it Bounce
- **Week 23–24**:

    - U4LA2.1: Introduction to Classes and Objects
    - U4LA2.2: Reading and Updating Object Properties
    - U4LA2.3: Methods Off Canvas
    - U4LA2.4: Objects on Canvas
    - 🗃️Mini Project: Build a Tamagotchi
- **Week 25**:

    - U4LA3.1: Creating Many Objects
    - 🤓🗃️ Optional Mini Project: Rebuild with Objects

- **Week 26**:

  - U4LA4.1: Translation Battleship
  - U4LA4.2: Rotations
- **Week 27**:

  - 🤓U4LA5.1: Sine and Oscillating Motion
  - 🤓U4LA5.2: Cosine and Circular Motion
- **Week 28–29**:

  - 🎨Unit 4 Final Project: Animated Greeting Card or PSA
  - Sharing/feedback

May–June: Unit 5 – Final Project and Celebration

🔮Unit 5 Overview

- **Week 30–33**:

  - 🎨Course Final Project Guide (student choice, synthesis of skills)
  - Time for planning, coding, revising, peer feedback
- **Week 34**:

  - Final presentations, class showcase
  - Reflective assessment and celebration

Flex Weeks and Buffer

- Built-in flexibility for school holidays, testing, extra review, extended projects, or enrichment activities.

Notes

- Each "week" ≈ 4–5 class periods (adjustable based on your schedule).
- Mini projects provide formative assessment; final projects are summative.
- Challenge/"EXTRA" lessons can be offered as extensions or for fast movers.
- Review, portfolio building, or catch-up days can be added as needed at end of each unit or semester.

Would you like this in a document or spreadsheet format for easy editing? Let me know if you'd like to embed standards, add assessment rubrics, or differentiate for levels!

Here is a detailed pacing guide for **Cisco Systems/Netacademy IT Support Essentials** from **September 2025 through January 2026**. This pacing assumes roughly one module every 1–2 weeks, with time for quizzes, hands-on labs, review, and assessment. It allows for holidays and buffer time.

IT Support Essentials: Pacing Guide (Sept 2025 – Jan 2026)

September

Week 1

- IT Support Essentials Course Introduction
- Overview of syllabus and expectations
- NetAcademy platform orientation

Weeks 2–3

- **Module 1: Customer Service in IT Support**
    - Customer Service principles and best practices
    - Communication skills

Week 4

- **Module 1-1.4.2 Quiz**
- **Customer Service in IT Support Hands-on Labs**

October

Weeks 5–6

- **Module 2: Processes and Tools for Troubleshooting**
    - Overview of troubleshooting methodologies
    - Essential software/hardware tools

Week 7

- **Module 2-Quiz 2.5.2**
- **Introduction to Troubleshooting Hands-on Labs**

Weeks 8–9

- **Module 3: Troubleshooting the Windows Operating System**
  - Windows environment overview
  - Identifying and resolving common Windows issues

Week 10

- **Module 3-Troubleshooting the Windows Operating System Quiz**
- **Troubleshooting the Windows Operating System Hands-on Labs**

November

Weeks 11–12

- **Module 4: Troubleshooting Linux and macOS**
  - Linux/macOS basics
  - Troubleshooting techniques for both platforms

Week 13

- **Module 4-4.6.2 Troubleshooting Linux and macOS Quiz**
- **Troubleshooting Linux and MacOS Hands-on Labs**

Weeks 14–15

- **Module 5: Troubleshooting Mobile Devices and Applications**
  - Android/iOS fundamentals
  - Diagnosing mobile OS/app issues

Week 16

- **Module 5.8.2 Troubleshooting Mobile Devices and Applications Quiz**
- **Troubleshooting Mobile Operating Systems and Applications Hands-on Labs**

December

Week 17

- **Module 6: Troubleshooting Common Services and Peripheral Connectivity Issues**
- **Troubleshooting Common Services and Peripheral Connectivity Issues Hands-on Labs**

Week 18

- **Module 7: Troubleshooting Common Network Connectivity Issues**
- **Troubleshooting Common Network Connectivity Issues Hands-on Labs**

Week 19

- **Module 8: Troubleshooting Common Security Issues**
- **Troubleshooting Common Security Issues Hands-on Labs**

Week 20

- **Module 9: Troubleshooting Common Hardware Issues**
- **Troubleshooting Common Hardware Issues Hands-on Labs**

Week 21

- **Module 10: Common Hardware Upgrades**
- **Common Hardware Upgrades Hands-on Labs**

January

Week 22

- **Review Week:**
  - Review all modules, key labs, and quiz material
  - Practice with troubleshooting scenarios

Weeks 23–24

- **IT Support Essentials - Instructor-Activated Final Exam**
- **IT Support Essentials Course Final Exam**
- End of Course Survey
- Course wrap-up, feedback, celebration

Notes

- **Flex Weeks:** Adjust for holidays, snow days, or pacing as needed.
- **Hands-on Labs:** Integrated immediately after each relevant module/quiz.
- **Assessments:** Quizzes and the final exam are formative and summative, respectively.
- **Student Support:** Office hours or review sessions can be scheduled before major quizzes/exams.

Would you like this as a printable table, calendar, or Excel/Sheets document for easy tracking? Let me know if you want to include standards mapping or suggested enrichment/remediation activities!