Tucson International Academy

Academia Internacional de Tucson

Homework Packet for Twelveth Grade

Week 23

Name_____

Week Starts on/ Due on _____

Each week you are to complete your homework packet and turn it on the day the teacher assigns. Part of the homework is reading 45 minutes a day. This can be done in after school care and they can read to a younger sibling or an adult as well. Weekend reading is encouraged, each week students can get credit for reading on Saturday and/or Sunday. Reading each day is very important to help each student get better at this skill.

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Weekly Home Reading Record

Day	Reading Material	Amount of Time	How many pages
Weekend			
Monday			
Tuesday			
Wednesday			
Thursday			

Total Time Reading: Hours_____ Minutes_____

Student Signature_____ Date_____

Parent Signature_____ Date_____

Questions 34-44 are based on the following passage.

Creating Worlds: A Career in Game Design

If you love video games and have thought about how the games you play might be changed or improved, or if you've imagined creating a video game of your own, you might want to consider a career as a video game designer. There 34 were a number of steps you can take to determine whether game design is the right field for you and, if it is, to prepare yourself for such a career.

Before making the choice, you should have some sense of what a video game designer does. Every video game, whether for a console, computer, or mobile device, starts with a concept that originates in the mind of a designer. The designer envisions the game's fundamental 35 elements: the settings, characters, and plots that make each game unique, and is thus a primary creative force behind a video game.

Conceptualizing a game is only the beginning of a video game designer's 36 job, however, no matter how good a concept is, it will never be translated into a video game unless it is communicated effectively to all the other members of the video game development team. 37 A designer must generate extensive documentation and

34

A) NO CHANGE
B) has been
C) are
D) was

35

A) NO CHANGE
B) elements: the settings, characters, and plots that make each game unique—
C) elements—the settings, characters, and plots that make each game unique—
D) elements; the settings, characters, and plots that make each game unique;

36

A) NO CHANGE
B) job, however. No
C) job—however, no
D) job however no

37

At this point, the writer is considering adding the following sentence.

> Successful communication is essential if a designer's idea is to become a reality.

Should the writer make this addition here?

A) Yes, because it supports the conclusion drawn in the following sentence.
B) Yes, because it illustrates a general principle discussed in the paragraph.
C) No, because it distracts from the focus of the paragraph by introducing irrelevant material.
D) No, because it merely reformulates the thought expressed in the preceding sentence.

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CONTINUE

38 explain his or her ideas clearly in order to ensure that the programmers, artists, and others on the team all share the same vision. 39 Likewise, anyone considering a career as a video game designer must be 40 skilled writers and speakers. In addition, because video game development is a collaborative effort and because the development of any one game may take months or even years, a designer must be an effective team player as well as detail oriented.

[1] A basic understanding of computer programming is essential. [2] In fact, many designers 41 initially begin their pursuits as programmers. [3] Consider taking some general computer science courses as well as courses in artificial intelligence and graphics in order to increase your understanding of the technical challenges involved in developing a video game. [4] Courses in psychology and human behavior may help you develop 42 emphatic collaboration skills, while courses in the humanities, such as in literature and film, should give you the background necessary to develop effective narrative structures. [5] A

38

Which choice results in a sentence that best supports the point developed in this paragraph?

A) NO CHANGE
B) possess a vivid imagination
C) assess his or her motivations carefully
D) learn to accept constructive criticism

39

A) NO CHANGE
B) Nevertheless,
C) Consequently,
D) However,

40

A) NO CHANGE
B) a skilled writer and speaker.
C) skilled both as writers and speakers.
D) both skilled writers and speakers.

41

A) NO CHANGE
B) start to begin their work
C) initiate their progression
D) begin their careers

42

A) NO CHANGE
B) paramount
C) eminent
D) important

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CONTINUE

designer also needs careful educational preparation. [6] Finally, because a designer should understand the business aspects of the video game industry, such as budgeting and marketing, you may want to consider taking some business courses. [7] Although demanding and deadline driven, 43 video game design can be a lucrative and rewarding field for people who love gaming and have prepared themselves with the necessary skills and knowledge. 44

43

A) NO CHANGE
B) the choice of video game design
C) you should choose video game design because it
D) choosing to design video games

44

To make this paragraph most logical, sentence 5 should be

A) placed where it is now.
B) placed before sentence 1.
C) placed after sentence 3.
D) DELETED from the paragraph.

STOP

If you finish before time is called, you may check your work on this section only. Do not turn to any other section.

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Pre-Calculus (12) Week 23

Name: Gary Young

#1 Points possible: 1. Total attempts: 1

Let $\vec{a} = \langle 7, -5 \rangle$ and $\vec{b} = \langle -1, 2 \rangle$. Compute the dot product.

$\vec{a} \cdot \vec{b} =$ _____

#2 Points possible: 1. Total attempts: 1

The vector $\vec{u}$ has length 17 and points at an angle of $20°$
The vector $\vec{v}$ has length 12 and points at an angle of $50°$

$\vec{u} \cdot \vec{v} =$ _____

#3 Points possible: 1. Total attempts: 1

Let $\vec{a} = \langle 1, 4 \rangle$ and $\vec{b} = \langle -1, k \rangle$.

Find k so that $\vec{a}$ and $\vec{b}$ will be orthogonal (form a 90 degree angle).

$k =$ _____

#4 Points possible: 1. Total attempts: 1

Let $\vec{a} = \langle 4, -4 \rangle$ and $\vec{b} = \langle -1, -3 \rangle$.

Find the projection of $\vec{b}$ onto $\vec{a}$.

$\text{proj}_{\vec{a}} \vec{b} =$ < _____ , _____ >

#5 Points possible: 1. Total attempts: 1

An object is pulled along the ground by exerting a force of 45 pounds a rope that makes a 5° angle with the ground. How much work is done dragging the object 17 feet?

_____ foot-pounds
