11th Grade - Game Programming & Design
2026 – 2027 | Instructional Plan

Course Overview	Game Programming & Design is a comprehensive computer science course focused on developing students' skills in game design, programming, and interactive media development using Unity and C#. Students learn to create both 2D and 3D games through hands-on projects that integrate technical skills with creative design and problem-solving. The course is delivered through a blended learning model, combining instructional content with development work in the Unity game engine. Students' progress through structured modules that build from foundational concepts to advanced game development techniques, including scripting, game mechanics, physics, user interfaces, and immersive environments. Throughout the course, students apply the game design process, including planning, prototyping, testing, and iteration, while gaining experience with industry tools and practices. The curriculum culminates in a series capstone-style projects where students design, develop, and publish their own original games, demonstrating both technical proficiency and creative expression. Overall, the course prepares students for advanced study and careers in game development, software development, and interactive technologies by emphasizing real-world application, project-based learning, and industry-relevant skills.
Course Standards	Rule §127.687 - Game Programming and Design

Scope & Sequence

Units/Modules & Instructional Days	Assessments & Scanning Deadlines	Standards
Pre-Test Exam Window	**ALL Regions: Aug 24 – Sep 12, 2026**	
Unit 1: Game Design 9 days	TX_CTE_11thGameProgrammingandDesign_F26_UE1 Scanning Deadline: September 10th, 2026	Unit Standards
Unit 2: Unity – A Game Engine 9 days	TX_CTE_11thGameProgrammingandDesign_F26_UE2 Scanning Deadline: September 24th, 2026	
Unit 3: Unity Scripting 11 days	TX_CTE_11thGameProgrammingandDesign_F26_UE3 Scanning Deadline: October 8th, 2026	
Unit 4: Develop 2D Games 25 days	TX_CTE_11thGameProgrammingandDesign_F26_UE4 Scanning Deadline: November 19th, 2026	
Unit 5: Develop 3D 25 days	TX_CTE_11thGameProgrammingandDesign_ S27_UE5 Scanning Deadline: January 7th , 2027	
Unit 6: Design Your Game 15 days	TX_CTE_11thGameProgrammingandDesign_S27_UE6 Scanning Deadline: February 10th, 2027	
Unit 8: Develop Your Game 26 days	TX_CTE_11thGameProgrammingandDesign_ S27_UE8 Scanning Deadline: March 25th, 2027	
Unit 9: Explore the Industry 11 days	TX_CTE_11thGameProgrammingandDesign_ S27_UE9 Scanning Deadline: April 15th, 2027	
Unit 10: Release Your Game 13 days	N/A	
Post-Test Exam Window		
EP & HOU:	May 10 - 14, 2027 | Scanning Deadline: May 14, 2027	
SA:	May 12 - 18, 2027 | Scanning Deadline: May 18, 2027	
RGV, AUS, PB, TaCo:	May 17 - 21, 2027 | Scanning Deadline: May 21, 2027	

TEKS Alignment

Instruction in this course is aligned to the Texas Essential Knowledge and Skills (TEKS) as adopted by the State Board of Education and implemented in accordance with Texas Education Code Chapter 28.

Instructional Materials

Primary Texts (if applicable)

Supplemental instructional materials may be used to support instruction. Supplemental materials do not replace board-approved core instructional materials.

Additional information regarding instructional programs, assessments, and parent access to instructional materials is available on the district website.

Instructional Expectations

Instruction is delivered using board-approved instructional materials and aligned to the scope and sequence outlined above. Teachers are expected to ensure all required standards are taught within the course timeframe.

Assessment Overview

Student learning is monitored through formative and summative assessments aligned to course standards. Assessment results are used to inform instruction and student supports. Students participate in required state assessments when applicable.