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|  | COURSE: KODU GAME LAB |  |  |
| **ACTIVITY PLAN**   |  | | --- | | **course description** | | This course will help students become creative and help develop their problem-solving skills. The child would get exposed to the ideas in game development instead of just playing games. They’ll learn to create some fun games, and along the way they’ll also learn programming skills that they can use in lots of other programming languages  **What students will learn:**   * How to design and create 3D games. * How to think creatively, analytically and abstractly about computational problems.   **Basic Requirements:**   * We are not expecting students to have any programming knowledge at all—we’ll start from the very beginning. * **Students should come with their laptop.** Windows 8 or above. |  |  | | --- | | **Basic Requirements:**   * We are not expecting students to have any programming knowledge at all—we’ll start from the very beginning. * Students should come with their laptop. Windows 8 or above. * Software will be installed on the laptop of the pupils. * Internet would be required for deployment   **What they will learn:**  How to think creatively, analytically and abstractly about computational problems.   * How to deploy your projects online. * How to design your own characters for gaming.   **Basic Requirements:**   * We are not expecting students to have any programming knowledge at all—we’ll start from the very beginning. * Students should come with their laptop. Windows 8 or above. * Software will be installed on the laptop of the pupils. * Internet would be required for deployment   **What they will learn:**   * How to design and create 2D games. * How computer science principles apply to algorithms, programming and society. * How to think creatively, analytically and abstractly about computational problems. * How to deploy your projects online. * How to design your own characters for gaming. | | | | | |
| |  | | --- | | **scheme of work / work plan** |  |  |  |  |  | | --- | --- | --- | --- | | **S/N** | **TOPIC** | **PROJECT** | **SOFT SKILL** | | **1** | UI Appreciation | UI Appreciation | Team work, Problem Solving, Presentation, Creativity | | **2** | Game environment Creation | Car Race | | **3** | Input and output | | **4** | Input and output | Car Race | | **5** | Object Adjustments | | **6** | **1st Assessment / Mid Term Break** | | | | **7** | Control Mastery | Pong Game | Team work, Problem Solving, Presentation, Creativity | | **8** | Path Tool Mastery | | **9** | Path Tool Mastery | | **10** | **Final Exam** | | | | **11** | **Code Day / Results / Certificate** | | | | **12** | **Closing** | | | | | | | |
| **Deliverables**   1. Code Day Event 2. Assessment Report (Final Exam), and Certificates. | | | | |

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