WhiteHat Jr
Live Online Coding for Kids

SELF-DESIGNED GAME - 1

What is our GOAL for this MODULE?
The goal for this is to break down the game idea into smaller parts and design them using the pair programming approach.

What did we ACHIEVE in the class TODAY?
We broke down the big game idea into smaller simpler programming tasks and started to design a game through a pair programming approach.

Which CONCEPTS/CODING BLOCKS did we cover today?
- Breaking the game in smaller parts.
- Designing the parts individually.

How did we DO the activities?

We divided the bigger idea of the game into smaller problems that we can solve by programming. This is called decomposing a problem. The idea is that any complex project can be accomplished if we break them into sufficiently smaller and specific tasks.

Later, we decomposed the game that we designed and listed it into smaller features or problems.

Using pair programming with the student you added a code for a feature in the game by solving the first problem in the list.
You wrote the code and run it. We checked for any bugs and continued working on it.

What's NEXT?

In the next class, you will be self-designing game -2.