Leveling Up Projects

Teacher Information Only

After teaching game design for over a decade, we know students learn at all different levels. Building the student's confidence in coding is essential to gain excellent coding skills. With this in mind, we will be attaching three levels of projects. As the teacher, you can choose which level you would like to assign your class based on their skill level. You can also assign the level based on each student. The options for projects are shared below:

1. **Level 1**
   1. The project has a coding answer key, and students must "Put A Twist On It."
2. **Level 2**
   1. Students aren't given a coding answer key but can work in groups to complete the coding project.
3. **Level 3:** 
   1. Students work independently on the coding project without any answer key.