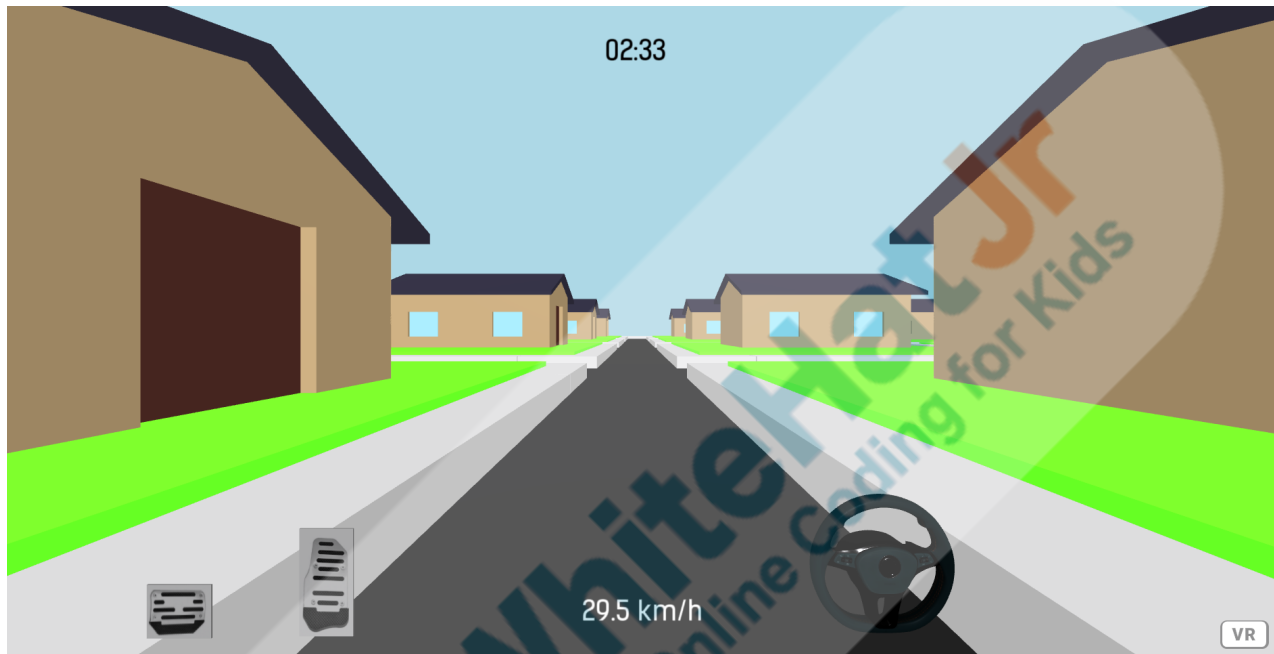| Topic	SELF DESIGN PROJECT STAGE 3: TIMER & GAME PLAY
Class Description	**Students will add the game play features like score, displaying speed and timers etc. for the car drive simulation.**
Class	**C191**
Class time	**45 mins**
Goal	● Design / add features in the project by writing code. ● Test and debug the code for the project.
Resources Required	● Teacher Resources: ○ Visual Studio Code Editor ○ laptop with internet connectivity ○ smartphone ○ earphones with mic ○ notebook and pen ● Student Resources: ○ Visual Studio Code Editor ○ laptop with internet connectivity ○ smartphone ○ earphones with mic ○ notebook and pen

Class structure	Warm-Up	05 mins
	Teacher-led Activity	15 mins
	Student-led Activity	20 mins
	Wrap-Up	05 mins

WARM-UP SESSION - 5 mins

CONTEXT
- **Review the progress in the project so far.**
- **Continue working on the self designed project.**

Teacher Starts Slideshow **Slide 1 to 3** Refer to speaker notes and follow the instructions on each slide.	

Hey <student's name>. How are you? It's great to see you! Are you excited to learn something new today? **Following are the WARM-UP session deliverables:** ● Greet the student. ● Revision of previous class activities.	**ESR**: Hi, thanks! Yes I am excited about it! Click on the slide show tab and present the slides

WARM-UP QUIZ Click on In-Class Quiz

Continue WARM-UP Session **Slide 4 to 6**

Following are the session deliverables: ● Appreciate the student. ● Narrate the story by using hand gestures and voice modulation methods to bring in more interest in students.

Class Steps	Teacher Action	Student Action
Step 1: **Warm-Up** **(5 mins)**	Hi, how are you? Great!	**ESR:** I am good!
	Let's quickly review our progress in the project so far.	*The student reviews the different features, storyline, characters etc. built in the project so far.*

	Note: Encourage the student to discuss what they remember and help them to be more involved.	*Note: The student discusses his/her views with the teacher.*
	What is the feature we will be adding in our simulation today?	*The student identifies the next feature to be added in the project.*

Teacher Ends Slideshow

TEACHER-LED ACTIVITY - 15 mins

Teacher Initiates Screen Share

CHALLENGE
- **Review the progress in the project so far.**
- **Continue working on the self designed project.**

Step 2: Teacher-led Activity (15 mins)	What else can we do in the car drive simulation next from what we did in the previous class?	**ESR**: Varied
	Well it's always fun to turn some projects into game play, to challenge the users more who will use it, isn't it? *Challenge the student's thought process to write better quality and more structured code.*	**ESR**: Yes!

Teacher Stops Screen Share

	Now it's your turn. Please share your screen with me.	

![WhiteHat Jr - Live online Coding for Kids]

Teacher Starts Slideshow   **Slide 7 to 12**   Refer to speaker notes and follow the instructions on each slide.

We have one more class challenge for you. Can you solve it? Let's try. I will guide you through it.	

Teacher Ends Slideshow

STUDENT-LED ACTIVITY - 20 mins

- **Ask the student to press the ESC key to come back to the panel.**
- **Guide the student to start screen share.**
- **Teacher gets into fullscreen.**

ACTIVITY

- **Review the progress in the project so far.**
- **Continue working on the self designed project.**

Step 3: **Student-led Activity** **(20 mins)**	*Guide the student to come with their ideas on how they can add controls to:* • *To display the timer* • *To stop any movement if time is up* • *To display speed* • *Adding sounds* • *Adding scores* Students can add more features. Encourage the student to add more features.	

WRAP UP SESSION - 5 mins

**Teacher Starts Slideshow
Slide 13 to 16**

Activity details

Following are the WRAP-UP session deliverables:
- Appreciate the student.
- Revise the current class activities.
- Discuss the quizzes.

WRAP-UP QUIZ
Click on In-Class Quiz

**Continue WRAP-UP Session
Slide 17 to 22**

Activity Details

Following are the session deliverables:
- Explain the facts and trivia
- Next class challenge
- Project for the day
- Additional Activity (Optional)

FEEDBACK
- **Appreciate and compliment the student for trying to learn a difficult concept.**
- **Get to know how they are feeling after the session.**
- **Review and check their understanding.**

Teacher Action	Student Action
You get Hats off for your excellent work!	*Make sure you have given at least 2 Hats Off during*

the class for:

PROJECT OVERVIEW DISCUSSION
Refer the document below in Activity Links Sections

Teacher Clicks ✕ End Class

| Additional Activities | *Encourage the student to write reflection notes in their reflection journal using markdown.*

Use these as guiding questions:
• What happened today?
  ○ Describe what happened.
  ○ The code I wrote.
• How did I feel after the class?
• What have I learned about programming and developing games?
• What aspects of the class helped me? What did I find difficult? | *The student uses the markdown editor to write their reflections in a reflection journal.* |

Activity	Activity Name	Links
Teacher Reference	Self Design Project Final Code	https://github.com/whitehatjr/PRO-C189-192-Reference

		Note*: The model used in the Reference might vary based on availability of model as these models are used form a third-party website. Although the functionality of the project will not be affected by this.*
Student Activity	Self Design Project Stage 3	--NA– ***Note****: As it is an open-ended project, there is no specific solution. The student is expected to work on this project on their own, with teacher's guidance.*
Teacher Reference 1	Project Document	https://s3-whjr-curriculum-uploads.whjr.online/b64a9ea6-d02c-4640-b506-b627f29f7726.pdf
Teacher Reference 2	Visual-Aid	https://s3-whjr-curriculum-uploads.whjr.online/db77eae4-74db-4ff1-ae56-dbb93e699340.html
Teacher Reference 3	In-Class Quiz	https://s3-whjr-curriculum-uploads.whjr.online/5d0510ec-9ec2-454c-b55a-8d0093b9fb69.pdf