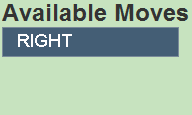
Instructions Page:

\*\*KEVIN, LOOK AT THIS \*\*

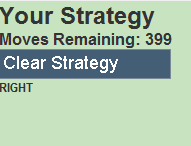
**Keep the Oh no! part.**

**Remove Command Guide, and replace it with this:**

Here’s how to help Buster:



When the game opens, you should see this bar on the left side. The Right move is the only move available to Buster for this level. To make Buster move right, there are 2 steps: First, click on the Right button. Next, notice now that the Bar on the Left now says Right, like this:



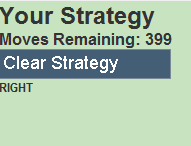
Clicking Right will not make Buster move. To see Buster move, the Run button must be pressed!

This means that Buster’s current Strategy for the level is to go right one time. To make him run, press the Run button, which looks like this:



Now, you should see Buster try and run home!

If your Strategy doesn’t get Buster home, he will return to his starting spot. From here, you can either add to your strategy, or clear the strategy to try again by pressing the Clear Strategy Button.



Good luck!

Teacher Page:

Buster’s Big Break is a fun introduction to Computer Science for students in grades 4-6. Students will try and help guide Buster back to his home by avoiding obstacles and navigating around the world.

As students guide Buster, they will be challenged to develop their problem solving and algorithmic thinking skills through a variety of puzzles. The levels are specifically designed to build off the skills learned in the previous levels, so that students will feel confident as they begin to progress through the game.

Skill-Takeaways:

Algorithmic Thinking: By making students plan their strategy for the entire level from the beginning, they are forced to think through the problem and create an algorithm.

Loops: In Computer Science, loops are an incredibly important concept. In our game, we use a while(true) loop, as it is the simplest to understand.

Functions: In Computer Science, functions are the backbone of coding. They allow programmers to write their own code and make programs! We hope to teach that functions can act like a “nickname” for a variety of moves stored within them.

Conditionals: Conditionals, which are an implementation of logic within Computer Science, are an important part of math and general logical thinking.