

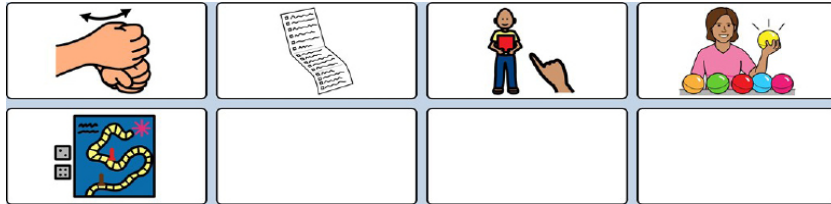
Unit 4

Session 1-6

Reflection Prompts

Session 1

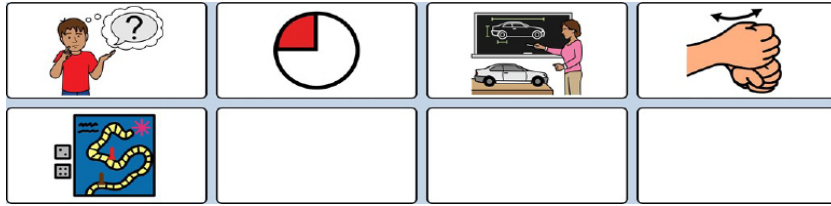
Make a list of your favorite games.



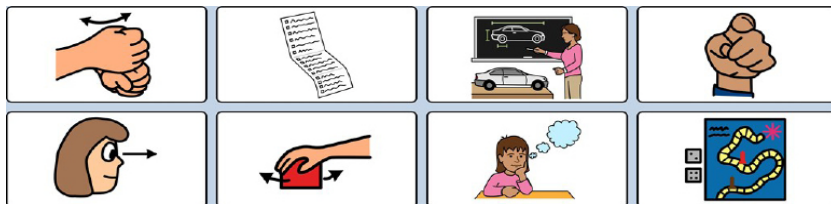
What parts of the games are the same?



What parts of their design elements make them a game?

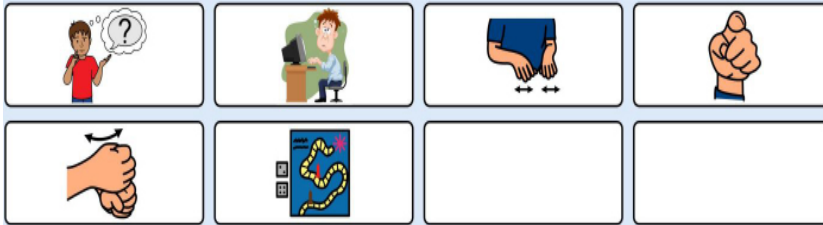


Make a list of design elements (what you see or use) for your dream game.

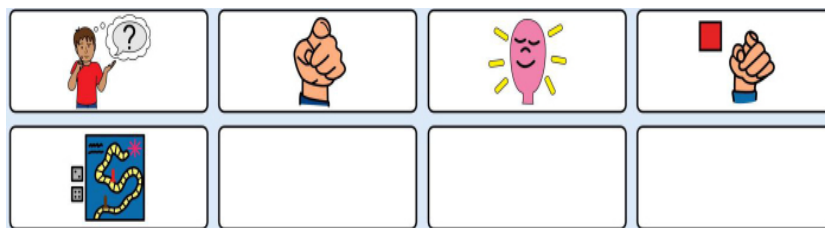


Session 2

What was hard to do when you made your game?

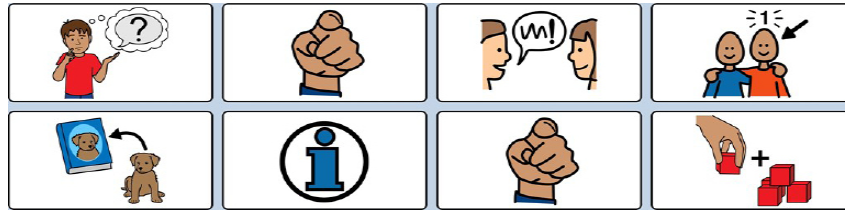


What are you proud of about your game?

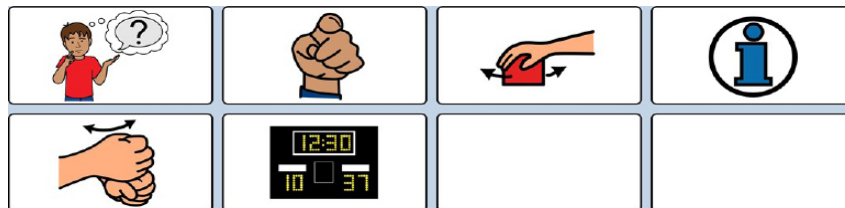


Session 3

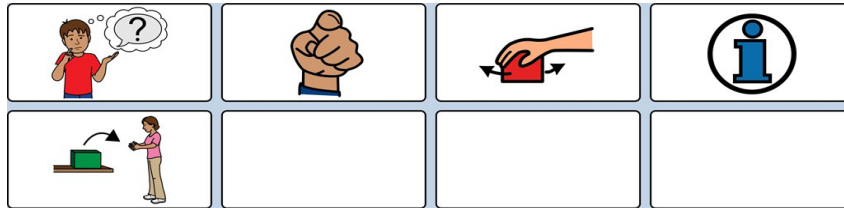
How would you tell a friend about variables?



How did you use variables to make your scoreboard?



What do you use variables for?

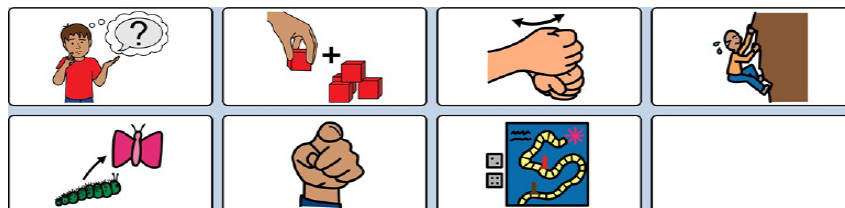


Session 4

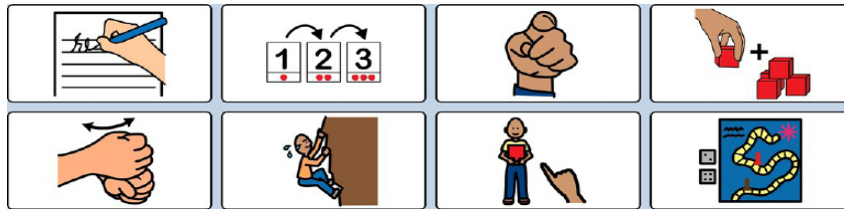
Which extension did you add to your project?



How did adding the extension change your game?



Write the steps for how you added the extension in your game.

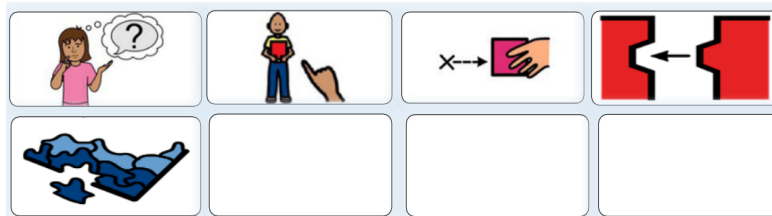


Session 5

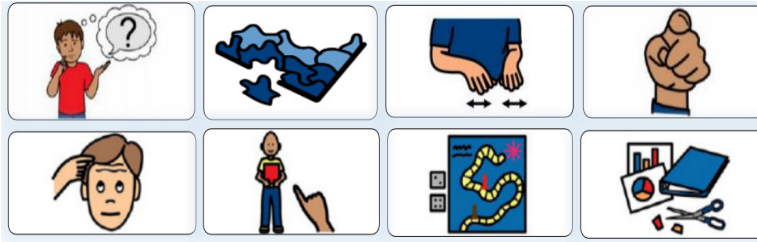
Which puzzle did you solve?



What was your way for solving the puzzle?



Which puzzle made you think about your game project?

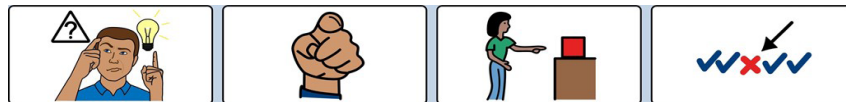


Session 6

What was the problem?



How did you find the problem?



How did you fix the problem?

