

Unit 4

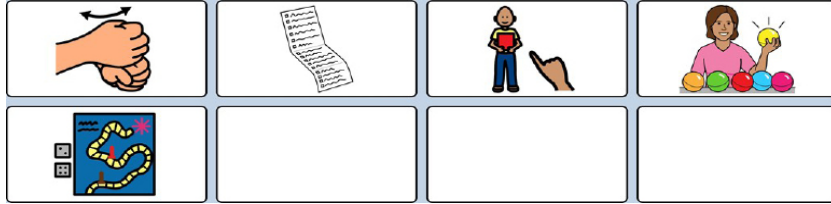
Session 1-6

Reflection Prompts

---

# Session 1

Make a list of your favorite games.



---

---

---

---

---

---

What parts of the games are the same?



---

---

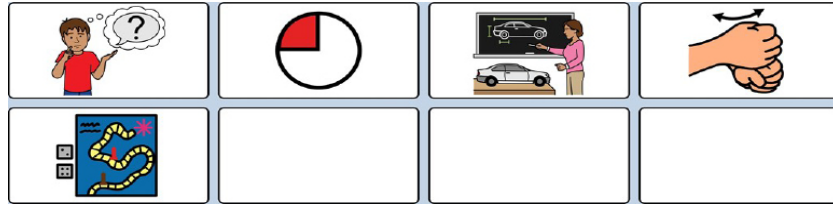
---

---

---

---

What parts of their design make them a game?




---

---

---

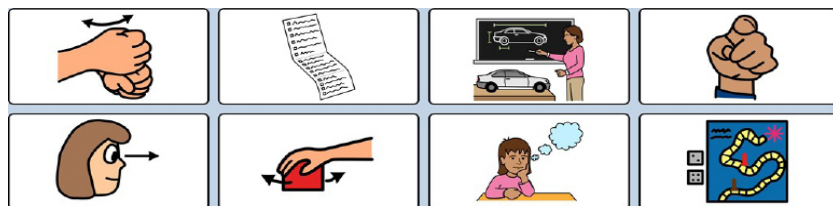
---

---

---

---

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




---

---

---

---

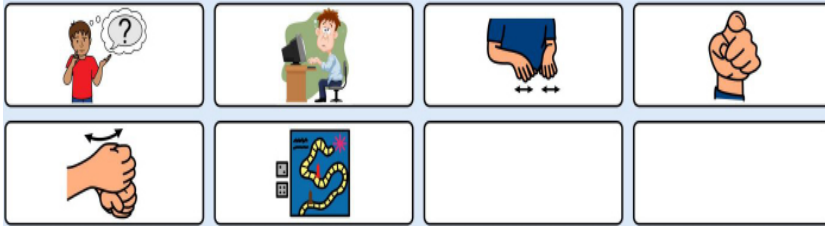
---

---

---

# Session 2

What was hard to do when you made your game?



---

---

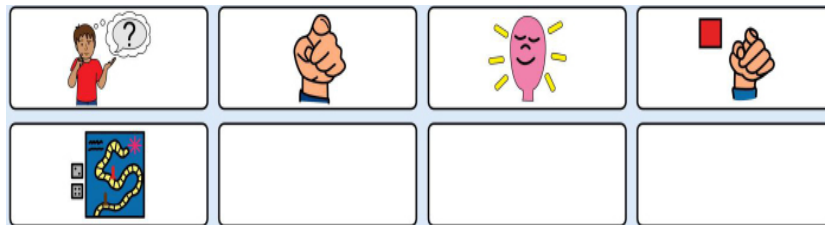
---

---

---

---

What are you proud of about your game?



---

---

---

---

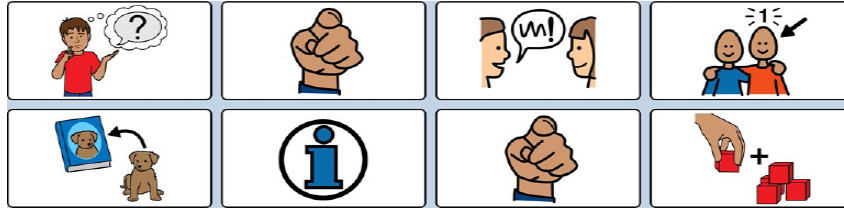
---

---



# Session 3

How would you tell a friend about variables?



---

---

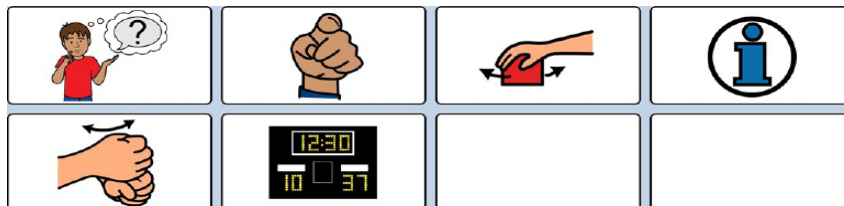
---

---

---

---

How did you use variables to make your scoreboard?



---

---

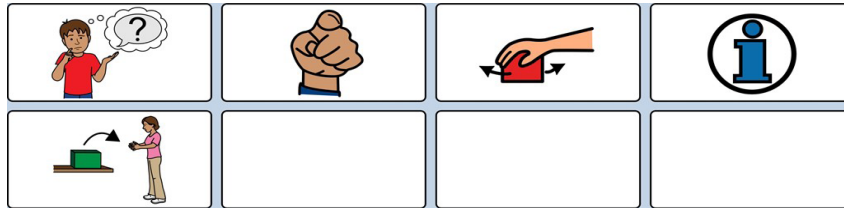
---

---

---

---

What do you use variables for?



---

---

---

---

---

---

# Session 4

Which extensions did you add to your project?




---

---

---

---

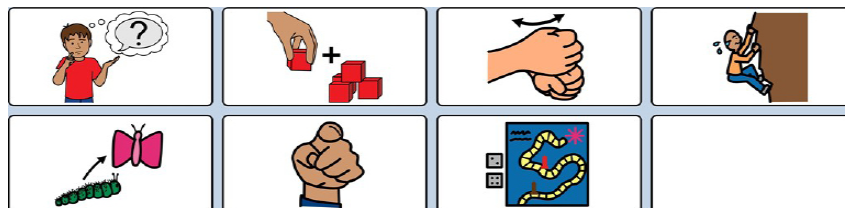
---

---

---

---

How did adding the extension change your game?




---

---

---

---

---

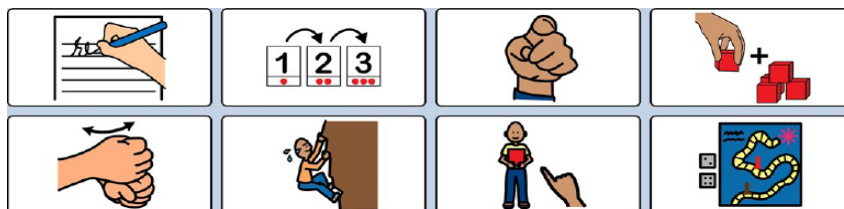
---

---

---



Write the steps for how you added the extensions 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?

-----

-----

-----

-----

-----

-----

-----

-----

-----