Gameshow — Notes for Club Leaders

Python   PDF

Introduction:

This project teaches children how to use `while` loops and random numbers to create various versions of a number guessing game.

Resources

For this project, Python will need to be installed. It is recommended that version 3.2 of Python is installed.

Children can also make use of the materials which accompany these challenges. Files included in the 'Project Resources' folder (found under the 'Download Project Materials' link):

- Gameshow.py

Make sure that each child has read and write access to their own copy of these resources.

You can find a completed version of this project's challenges by clicking the 'Download Project Materials' link for this project, which contains:

- KeepingScore.py
- TwentyOne.py

Learning Objectives

- Using `while` loops in a program;
- Use of the `random` module;
- Adding comments to a program;
- Boolean data type.

Challenges

- Keeping score - using a variable to keep track of the player's score;
- Fixing the input - allowing more robust user input;
- Losing the game - changing the game logic;
- Twenty-one - using `while` loops and random numbers to create a blackjack-style game.