## WEEK 2: STORYTELLING

#### **REVIEW**

What did we learn last week?

### SOUNDS

#### **PONG!**

Game of Pong!

Let's look at the code inside this project.

Let's make our own game!

## BREAK

20 minutes

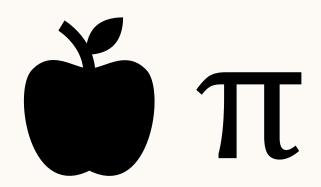
#### **REBUS PUZZLES!**

A rebus puzzle is a **puzzle with both pictures and letters** that means a word or phrase.

Here is an example:



**Answer: lemonade!** 



Answer: apple pie!

Who knows what this symbol means?





Answer: forty-two years!



Answer: broken promise!

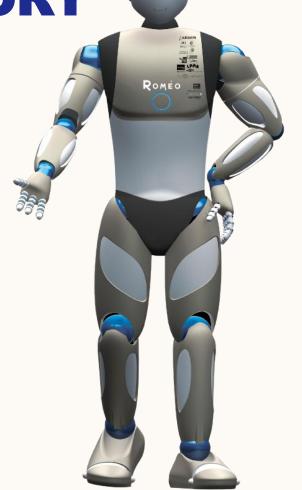
## WHAT MAKES A GOOD STORY?

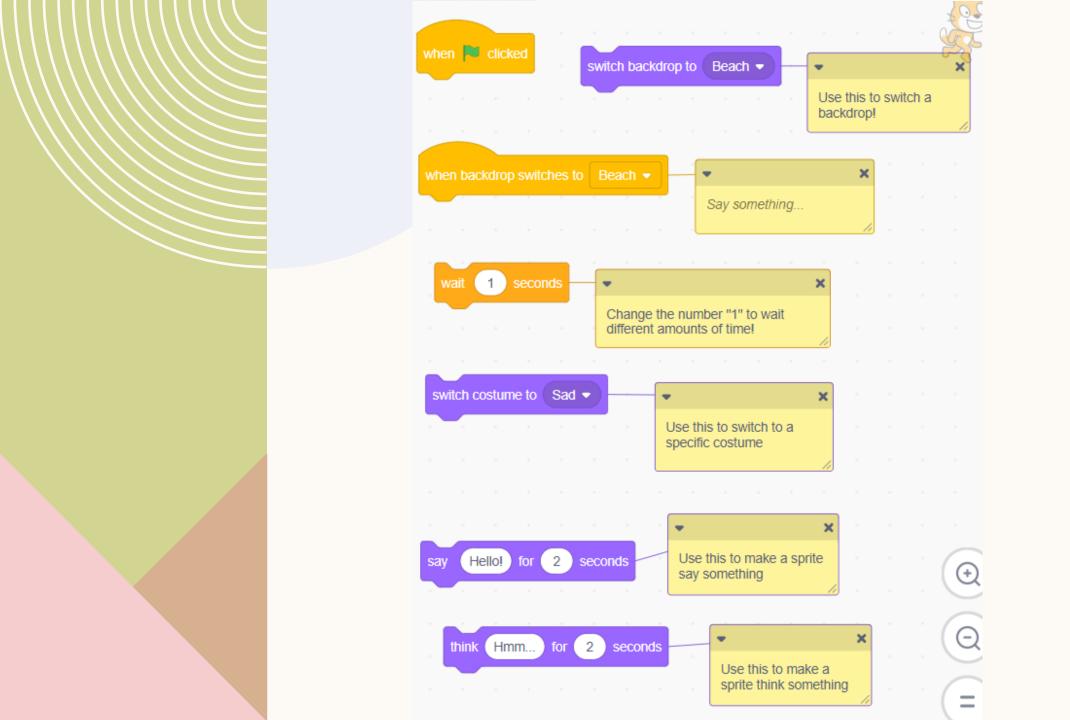
#### STORYBOARD BRAINSTORM



**DRAW OUT YOUR STORY** 

- On a piece of paper, draw your story
- 4-6 panels
- Use sprites, backgrounds, and sounds!





# MAKE YOUR STORY!

## BREAK

20 minutes

# MAKE YOUR STORY!

### **GALLERY WALK**

## REFLECT AND JOURNAL