Garden Gamers
5th & 6th Grade

Here at Red Butte Garden, we believe learning is fun and can happen anytime, anywhere. To help continue the fun at home, we've included an outline of the topics we'll study this week at camp as well as a list of additional activities, books, and other resources related to this week's theme. We hope you'll use this to engage with your camper and keep the learning process happening all summer long! Thanks for coming to Summer Camp, and we'll see you soon at the Garden!

CAMP THEME

This week is all about building our science, technology, and engineering skills as we learn about the Garden through games! Through the use of TaleBlazer, a software editing tool developed by the Massachusetts Institute of Technology, we'll be making our own place based games throughout the week. Be sure to ask your camper about the following:

- o **Monday** – What makes a good game?
- o **Tuesday** – Different types of games, learning from a game
- o **Wednesday** – Begin scripting and creating your own game in TaleBlazer
- o **Thursday** – Working on creating games, testing your creation
- o **Friday** – Completing games, final testing

ACTIVITY IDEAS

- Explore other games that teach kids to code
  - o http://venturebeat.com/2014/06/03/12-games-that-teach-kids-to-code/
- Make more TaleBlazer games at home and learn more about the program
  - o http://taleblazer.org/
- Download TaleBlazer on your phone or tablet and play the games as you walk through the Garden.

ADDITIONAL RESOURCES

- *Coding Games in Scratch* by Jon Woodcock
- *Hello Ruby: Adventures in Coding* by Linda Liukas
- *Lift-the-Flap Computers and Coding* by Usborne Publishing