









<b>Topic</b>	<b>SELF-DESIGNED GAME - 4</b>	
<b>Class Description</b>	<b>Students continue to design / add final touches to their self-designed game by pair programming with the teacher.</b>	
<b>Class</b>	<b>C48</b>	
<b>Class time</b>	<b>45 mins</b>	
<b>Goal</b>	<ul style="list-style-type: none"> <li>Design / add features in the game by writing code.</li> <li>Test and debug the code for the game.</li> </ul>	
<b>Resources Required</b>	<ul style="list-style-type: none"> <li>Teacher Resources               <ul style="list-style-type: none"> <li>VS Code Editor</li> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> </ul> </li> <li>Student Resources               <ul style="list-style-type: none"> <li>VS Code Editor</li> <li>Laptop with internet connectivity</li> <li>Earphones with mic</li> <li>Notebook and pen</li> </ul> </li> </ul>	
<b>Class structure</b>	<b>Warm-Up</b> <b>Teacher-Student Collaborative Activity</b> <b>Wrap-Up</b>	<b>5 mins</b> <b>35 mins</b> <b>5 mins</b>
<b>WARM UP SESSION - 15 mins</b>		
<div>  </div> <p><b>Teacher starts slideshow from slides 1 to slide 2</b>            Refer to speaker notes and follow the instructions on each slide.</p>		
<b>Activity details</b>		<b>Solution/Guidelines</b>
<p><i>Hey &lt;student name&gt;. How are you? It's great to see you!</i>  <i>Are you excited to learn something new today?</i></p> <p><b>Run the presentation from slide 1 to slide 2</b></p> <p><b>Following are the warm up session deliverables:</b></p>		<p><b>ESR:</b> Hi, thanks, yes I am excited about it!</p> <p>Click on the slide show tab and present the slides.</p>

<ul style="list-style-type: none"> <li>Review the progress in the game so far.</li> <li>Continue working on the self designed game.</li> </ul>	
<b>TEACHER-STUDENT COLLABORATIVE ACTIVITY - 35 min</b>	
<div style="text-align: center;">  <p><b>Teacher starts slideshow from slides 3 to 4</b>            Refer to speaker notes and follow the instructions on each slide.</p> </div>	
<p style="text-align: center;"><b><u>CHALLENGE</u></b></p> <ul style="list-style-type: none"> <li><b>Code for a new game feature/design.</b></li> </ul>	
<p><i>Pair program with the student to build the game feature.</i></p> <p><i>Challenge the student's thought process to write better quality and more structured code.</i></p>	<p><i>The student pairs programs with the teacher to program for the new game feature.</i></p>
<p>Now it's your turn. Please share your screen with me.</p>	
<p><i>Guide the student to test the new game features.</i></p> <p><i>If the student has selected a game from the 3 game options then the teacher can find the code references links.</i></p> <p>1} Hot Air Balloon          2} Shoot the Zombie          3) Moon Lander</p>	<p><i>Student runs the code.</i></p>
<p><i>Help the student debug the code in case of unexpected behavior.</i></p>	<p><i>The student pairs programs with the teacher to solve the bugs.</i></p>
<p><i>If the game is ready, Host the code on GitHub and use thinkable to create an .apk link.</i></p>	

Teacher Guides Student to Stop Screen Share	
WRAP-UP SESSION - 5 Mins	
<div>  </div> <p><b>Teacher starts slideshow from slide 5 to slide 19</b>            Additional game slide from 20 to 27            Refer to speaker notes and follow the instructions on each slide.</p>	
Activity details	Solution/Guidelines
<p><b>Run the presentation from slide 5 to slide 19</b></p> <p><b>Following are the wrap up session deliverables:</b></p> <ul style="list-style-type: none"> <li>• Next class challenge</li> <li>• Fun fact</li> <li>• Project for the day</li> <li>• Additional Activity</li> </ul>	<p>Guide the student to develop the project and share with us.</p>
<div>  </div> <p><b>Teacher ends slideshow</b></p>	
<p><b><u>FEEDBACK</u></b></p> <ul style="list-style-type: none"> <li>• Review the progress in the game and what is left.</li> <li>• How to proceed further?</li> </ul>	
<p>You get hats off.</p>	<p><i>Make sure you have given at least 2 Hats Off during the class for:</i></p> <div> <div>Creatively Solved Activities  +10</div> <div>Great Question  +10</div> <div>Strong Concentration  +10</div> </div>

<b>Step 4:Project pointers and cues (5 min)</b>	<h2 style="color: #00AEEF;">MAKE YOUR OWN GAME - 5</h2> <p><b>Goal of the Project:</b></p> <p>This is part 5 of the game creation project.</p> <p>In this, you have to:</p> <ul style="list-style-type: none"> <li>• Complete the game.</li> <li>• Finalize and fix all the assets in the game.</li> <li>• Make sure the game is bug free.</li> </ul> <p>I am very excited to see your project solution and I know you both will do really well.</p> <p>Bye Bye!</p>	
<div style="text-align: center;">  <p><b>Teacher ends slideshow</b></p> </div>		
<div style="text-align: center;"> <p><b>Teacher Clicks</b></p> <div style="background-color: #FF0000; color: white; padding: 5px 15px; border-radius: 10px; display: inline-block;">             ✕ End Class           </div> </div>		
<b>ADDITIONAL ACTIVITIES</b>		
<p><b>Additional Activities</b></p> <p><i>Encourage the student to write reflection notes in their reflection journal using Markdown.</i></p> <p>Use these as guiding questions:</p> <ul style="list-style-type: none"> <li>• What happened today?             <ul style="list-style-type: none"> <li>○ Describe what happened.</li> <li>○ The code I wrote.</li> </ul> </li> <li>• How did I feel after the class?</li> <li>• What have I learned about programming and developing games?</li> </ul>	<p><i>The student uses the Markdown editor to write their reflections in a reflection journal.</i></p>	

- What aspects of the class helped me? What did I find difficult?

Activity	Activity name	Links
Additional Games: Code for Reference	Hot Air Balloon	<a href="https://github.com/vishikagurbani/Hot-Air-Balloon-stage-4">https://github.com/vishikagurbani/Hot-Air-Balloon-stage-4</a>
	Shoot the Zombie	<a href="https://github.com/vishikagurbani/Zombie-Shooter-stage-4">https://github.com/vishikagurbani/Zombie-Shooter-stage-4</a>
	Moon Lander	<a href="https://github.com/pro-whitehatjr/C48_lunar_lander">https://github.com/pro-whitehatjr/C48_lunar_lander</a>
Teacher Reference visual aid link	Visual aid link	<a href="https://curriculum.whitehatjr.com/Visual+Project+Asset/PRO_VD/BJFC-PRO-V3-C48-withcues.html">https://curriculum.whitehatjr.com/Visual+Project+Asset/PRO_VD/BJFC-PRO-V3-C48-withcues.html</a>