



Game Exploration

Identify & evaluate games that use
elements from lessons 1-6.

Learning Objectives:

To:

- Grow in my understanding the basic structure of p5.js
- Evaluate games that use elements from lessons 1-6.
- Identify games that use elements from lessons 1-6.

01

Tic Tac Toe

What does tic tac toe
have to do with coding
P5-JS?

[Click to Play](#)





WARM UP:

Brainstorm a list of game board games that you like to play (not video games). List them below.

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•
•
•



Quick Recap

We have learned the following:

- Variables
- Background
- Shapes
- Mouse interaction
- If/statements
- Loops
- Functions, classes
- constructure

Our Goal

Today, we are going to play games! You have the option to play games using the online version on the web or play the tangible board game in class.

- With your partner, you will play each game twice.
- First play, just enjoy the game.
- Second play, be observant. Analyze the games for elements that you have learned in lessons 1-6.
- For each element identified, make notes on your Exploration chart.



Pseudocode part 3:

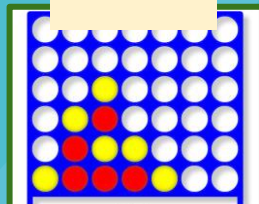
Game idea:_____

1. Select one of the games below. icons below that represents your game.
2. Play the game 2x.
3. On the second round, follow the steps on Slide 8

Select



Select



Select



Select

Create
Your Own
Game

Task: I Spy

Task: Play 3-4 online or in-person board games with partner. Identify elements from lessons 1-6 within the games by placing checkmarks in the appropriate box.

		variables	background	shapes	If statements	loops	functions/ classes/ constructors
Games	name						
	name						
	name						
	name						



Exit Ticket

Dig Deep

- Have conversations with friends, peers, and family. Ask them to recall a game that they love to play. Play the game with them. As you play, analyze and identify elements from our lessons 1-7. Jot those elements into your Exploration Chart