

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

## Learning Objectives:

#### <u>To:</u>

- 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.







### We have learned the following:

- Variables
- BackgroundShapes
- 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 <u>lessons 1-6.</u>
- 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



### 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
Cames	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