



# Creating the program

Mild, Spicy, Spicier  
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# Aim: Swbat to plan and begin programming their apps

Do Now:

Complete the [google form](#)

-

# Aim: Swbat to plan and begin programming their apps

10 minutes

Finish up your prototype, if you have not so already !

With your partner, decide who's prototype to proceed with.

Take a look at your prototype, make a decision on which one you want to move forward with

# Mild, Medium, Spicy

Mild: Make sure to fill out the planning document on the next slide before moving forward. Note the differences of requirements.

Teacher Note: Students who are choosing the mild version will be supplied with extra resources including small group instruction, example code, and video resources with translation for self paced learning.

# Mild

My Topic:

Important Information 1:

Important Information 2:

Important Information 3:

Sketch of App

Interactive Element (Pick 1)  
Timer:

Mouse:

# Mild

Name of function:

Purpose of Function:

Let's figure out components of our code...

Decisions?

I need a(n)..



Repetition?

I need a(n)..



Storing lots  
of info?

I need a(n)..



Resources:

[Selection](#)  
[Iteration](#)  
[Lists](#)

# Aim: Swbat to plan and begin programming their apps

The list below lays out the minimum requirements of your program. Feel free to go big and add even more!!

Your program:

- must use JavaScript Graphics to tell a story or give information about an important topic
- must allow the user to interact with your project with their mouse
- must use at least one timer
- must break down the program into multiple functions

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Reminder of how timers are used

SetTimer(name of function you want to run,  
amount of speed you want it to run)

stopTimer(name of function you want to stop)

```
function start(){  
    setTimer(draw, 50);  
    mouseClickedMethod(onClickMethod);  
}  
  
function draw(){  
    println("Hey friend");  
}  
  
function onClickMethod(e){  
    print("Bye");  
    stopTimer(draw);  
}
```