

I plan to create a project to help students learn the Classes and Objects unit in PLTW. I will accomplish this by creating an activity where the student learning the unit will fill in commented sections of a template which will piece together to form a functional blackjack game in Java. The student working on the activity would get practice on creating classes and objects with their own variables and methods. The activity would also incorporate a few concepts from other units including conditionals, loops, and arrays.