**~~Project:~~**

* ~~Hotter/Colder App~~

**~~Activity:~~**

* ~~The floor is LAVA~~
* ~~The floor is ICE~~
* ~~Segue into “lava” -> hot(ter), “ice” -> cold(er)~~
  + ~~Wow hot/cold app~~

**~~Discussion:~~**

* ~~Just a basic overview of how it might work, let them struggle!~~
* ~~Intro personal projects, let people start brainstorming~~

**Comments After Class:**

* We spent most of this day reviewing the hangman game homework and brainstorming for personal projects.
* In retrospect, I wish I had spent this day like so:
  + Give them a relatively simple application to build – maybe a simple calculator, or simple adventure game, etc.
  + Have them spend the entire day working on their own on it, asking us for help if they get really stuck
  + Once they finish, then brainstorm for personal projects
* I feel like a few students got through the first two days just mostly copying down the group code, something like that would have forced them to confront what they don’t yet know on a simpler project than many of their personal projects.