

Computational Thinking

User Experience Scripts

C	O
D	E

Figure out how to play this game by looking at the players' phrases below. Circle the matching parts and underline words that are different from player to player. The first matching section has been circled for you.

Player 1:

"I chose a lion, and rolled a six, then a four, then a two. That means I need to draw a black cupcake on my lion's tail."

Player 2:

"I chose a donkey, and rolled a three, then a two, then a one. That means I need to draw a yellow pineapple on my donkey's head."

Player 3:

"I chose a puppy, and rolled a five, then a three, then a five. That means I need to draw a pink salmon on my puppy's nose."

Using pattern matching and abstraction, make yourself a template for game play by writing up the circled parts of the other students' experiences, and leaving the underlined sections as blanks.

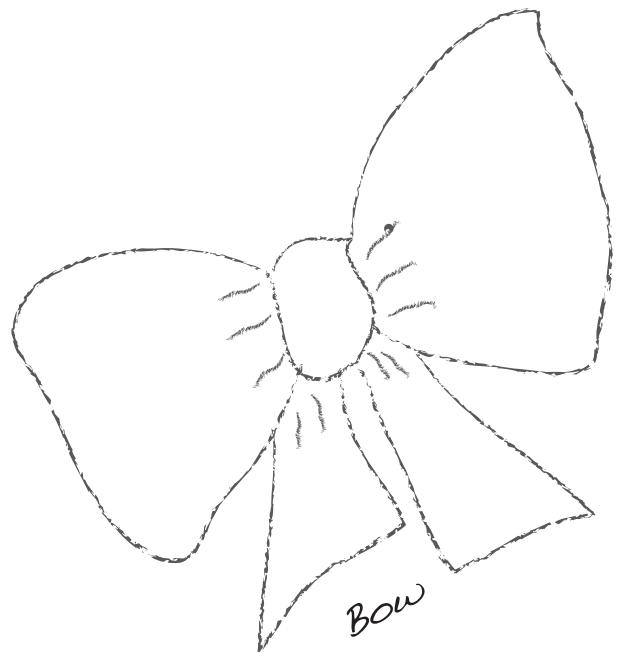
"I chose a

Color:

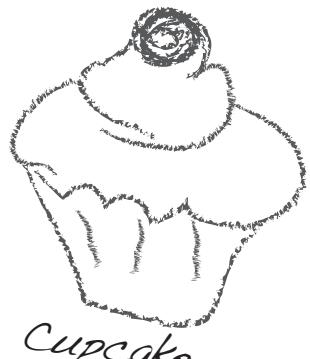
- 1) Red
- 2) Blue
- 3) Yellow
- 4) Green
- 5) Pink
- 6) Black



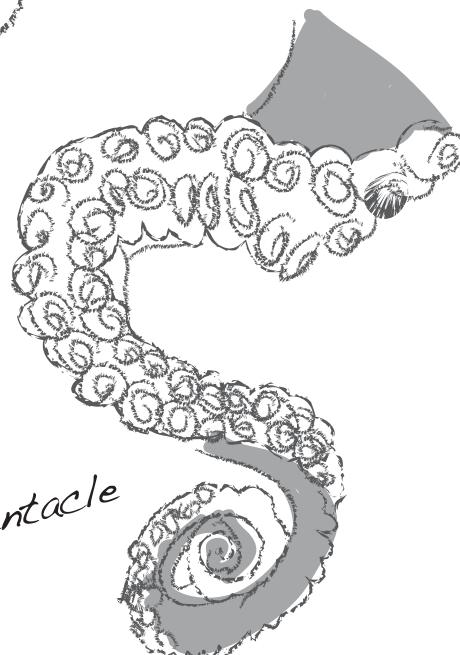
Cell Phone



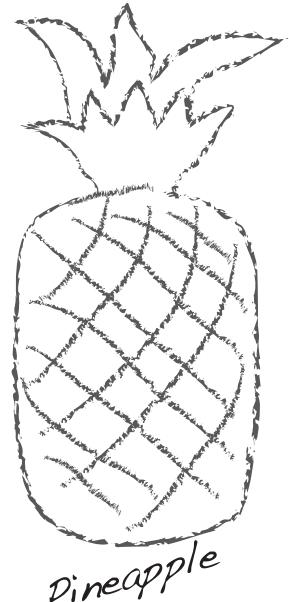
Bow



Cupcake



Tentacle



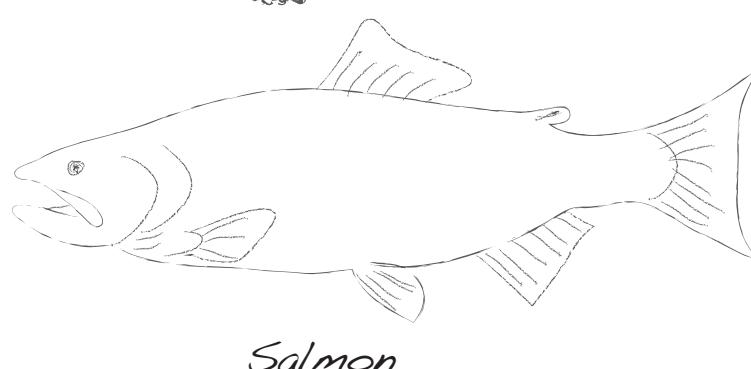
Pineapple

Items:

- 1) Cell Phone
- 2) Pineapple
- 3) Salmon
- 4) Cupcake
- 5) Tentacle
- 6) Bow

Part:

- 1) Head
- 2) Tail
- 3) Hand/Foot/Paw/Hoof
- 4) Belly
- 5) Nose
- 6) Back



Salmon

U

Computational Thinking

Decomposition, Patterns, Abstraction, Algorithms

C O
D E

