16

Flappy

Lesson time: 30 Minutes

LESSON OVERVIEW

In this special level students get to build their own Flappy game by using event handlers to detect mouse clicks and object collisions.

TEACHING SUMMARY

Getting Started

Introduction

Activity: Flappy

Flappy

Extended Learning

Extension Activities

LESSON OBJECTIVES

Students will:

- Match blocks with the appropriate event handler
- Create a game using event handlers
- Share a creative artifact with other students

GETTING STARTED

Introduction

- Review The Big Event activity with students:
  - What did we "program" the button click events to do?
- Now we're going to add events to our coding. Specifically, we're going to create an event for clicking the mouse and the bird hitting an object.
  - In video game programming we call this kind of event collision detection; it lets us decide what to do when one thing collides with, or touches, another.
  - What kinds of collision events have you seen in games?

LESSON TIP

Students will have the opportunity to share their final product with a link. This is a great opportunity to show your school community the great things your students are doing. Collect all of the links and keep them on your class website for all to see!

ACTIVITY

Flappy

In the final stage of this lesson students are able to tweak their game to make it unique - encourage them to see how different they can make each game within the constraints provided.

EXTENDED LEARNING

Use these activities to enhance student learning. They can be used as outside of class activities or other enrichment.

Look Under the Hood

When you share a link to your game, you also share all of the code that goes behind it. This is a great way for students to learn from each other.

- Post links to completed games online or on the board.
  - Make a game of your own to share as well!
- When students load up a link, have them click the "How it Works" button to see the code behind the game.
- Discuss as a group the different ways your classmates coded their games.
  - What suprised you?
  - What would you like to try?
- Choose someone else's game and build on it. (Don't worry; the original game will be safe.)