Bounce

LESSON OVERVIEW

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

TEACHING SUMMARY

Getting Started

[Introduction](#)

Activity: Bounce

[Bounce](#)

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

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

[Bounce](#)

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.)