Play Lab: Create a Story

Lesson time: 30 Minutes

LESSON OVERVIEW

In this activity, students will have the opportunity to apply all of the coding skills they've learned to create an animated story. It's time to get creative and create a story in the Play Lab!

TEACHING SUMMARY

Getting Started

Introduction

Activity: Play Lab: Create a Story

Play Lab: Create a Story

Extended Learning

Extension Activities

LESSON OBJECTIVES

Students will:

- Identify actions that correlate to input events
- Create an animated, interactive story using sequence, loops, and event-handlers
- Share a creative artifact with other students

GETTING STARTED

Introduction

Review the event handling students did in Bounce:

- What did events did you use in coding Bounce?
- Now you're going to animate multiple characters using events tell a story.
- This is your chance to get really creative!

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

Play Lab: Create a Story

This is one of the most free-form plugged activities of the course. At the final stage students have the freedom to create a story of their own. You may want to provide structured guidelines around what kind of story to write, partiularly for students who are overwhelmed by too many options.

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 story, 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 stories online or on the board.
  - Make a story 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 story.
- Discuss as a group the different ways your classmates coded their stories.
  - What suprised you?
  - What would you like to try?
- Choose someone else's story and build on it. (Don't worry; the original story will be safe.)