

Play Lab: Create a Story

Lesson time: 30 Minutes

LESSON OVERVIEW

Building on the previous Play Lab activity, students will add deeper interactivity as they build their own video games.

TEACHING SUMMARY

Getting Started

[Introduction](#)

Activity: Play Lab: Create a Game

[Play Lab: Create a Game](#)

Extended Learning

[Extension Activities](#)

LESSON OBJECTIVES

Students will:

- Identify actions that correlate to input events
- Create an animated, interactive game using sequence, loops, and 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

[Play Lab: Create a Game](#)

Designing a game that is fun to play yet challenging enough to avoid boredom is a tough task. Encourage students to consider how their programming choices make different aspects of their game harder, easier, frustrating, and fun.

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 stories.
 - What surprised 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.)



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