



How do you think computer games are created?

How does a computer know when the player has pushed a button?

How does the computer know when the player has clicked on something on the screen?

Frog Frenzy

What parts did you use?

What code did you create?

What did your code do?

How did you identify the necessary components?

What are you doing?

How would you describe the process to another student?

What pieces of information do you need in order to complete this project?

Wrap Up

Write down two things you learned today.

Write down one question you have about today's lesson.

Write down one problem you've encountered, if and how you were able to resolve it.