Play Lab: Create a Story
Lesson time: 30 Minutes

Lesson Overview

In this culminating plugged 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!

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 partner students

Getting Started

Introduction

- Complete Stage 15-16
- What did events did you use in coding Flappy?
- Now you're going to animate multiple characters using events triggered by the arrow keys to tell a story.
- This is your chance to get really creative!

Lesson Tip:Do This

Students will have the opportunity to share their final product with a link for their etwinners using twinspace (in the class) and facebook.. This is a great opportunity to show your school community the great things your students are doing. To do this all your game/animation links must be shared on your twinspace page. Your Twinspace page is public so that anyone who has the link can see your products. Collect all of the links and keep them on your twinspace and share it on your school website.

Activity

[Play Lab: Create a Story](#)

This is the most free-form plugged activity 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, particularly for students who are overwhelmed by too many options. They can make a game about our participant cauntries asking their city center, famous persons, places or their names,… etc while the other character answers it,….