Unit 16: CODE: Play Lab: Create a Story

Content Area: **Unified Arts**
Course(s): **Computer Science 1, Computer Science K**
Time Period: **June**
Length: **10 Days**
Status: **Published**

Unit Summary

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!

Student Learning Objectives

Students will learn to...

- 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.

Essential Questions

- How can I use what I know to make an animated story?

Enduring Understandings

Students will understand that...

- actions can correlate to input events.

Application

Students will be able to independently use their learning to…

- input events.
- create an animated story.

Skills

Students will be skilled at...

- applying and utilizing coding skills to create an animated story.

Resources