

# **Session Wrap-up**

## **Coding & STEAM 2019**

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**Week 7: Coding and Mathematics Part 1**

**12th September 2019**

# Recap: Unit 4 - Games

- We started the fourth Unit: **Games**
- New **Computational Concepts:** **Conditionals**, **Operators** and **Data**
- Focus is on the use of Scratch for **Game Design**
- Activities be linked to outcomes in **Mathematics**, particularly **Numbers & Algebra**
- We will continue with activities from this Unit next week

# Mathematics Part 1:

- Three activities from the Guide:
  - **Dream Game List**
  - **Starter Games:** [Maze](#), [Pong](#) and [Scrolling](#)
  - **Score**

# Homework Tasks

- Every week we will ask you to complete Homework
- Contributes towards your NESAs accreditation hours (each week is 2 hours, for a total of 16 hours)
- The tasks and links to complete this homework will always be available on the session page, under the [Homework](#) heading

## **Week 7 Task: Extend a Starter Project**

- Choose one of the [Starter Game Projects](#) that you didn't work on today
- Add blocks from the Guide to the project, so that it can be played
- Choose two ideas from the [Extensions](#) activity in the Guide and add them to the project
- Make some changes if you would like, to [personalise](#) the project

# Week 7 Task: Extend a Starter Project

- I will show an example of a Scrolling project with some extensions today
- I added a **Score** and **Level** to the **Scrolling** project
- I also changed the theme of the game as well
- The task also involves completing the Week 7 Homework Form

# Feedback

- If you would like to give us any feedback (e.g: concepts you found tricky or pace of session) please complete the feedback form
- Responses can be anonymous
- Link to [Feedback Form](#) is on session page, under [Links](#) heading
- Or go to [hckmd.com/steam-feedback](https://hckmd.com/steam-feedback)