

Unit 1 Lesson 4 - Group Leader Notes

Code Club South Africa

Lesson 4 is longer than usual and may require two sessions to complete.

1. Introduction to Lesson 4

No input required.

2. Functions

No input required.

3. 4. And 5. Flappy Bird

If you plan on splitting the lesson into two sessions, then a good place to stop would be at the end of Part 1.

6. Lesson 4 Challenge

These are only suggested requirements for the challenge, you are welcome to adjust if needed.

To pass the challenge, the game must have a game over screen that displays when the game ends.

5 Points: Game over screen appears for 3 seconds.

3 Points: Game returns to menu after game over screen.

1 Point: Named correctly.

1 Point: Game runs smoothly.

Total: 10 Points