INTRODUCTION

Welcome to the Introduction to Graphical Programming! Here we begin to write what programmers refer to as "code": instructions that computers can follow.

OBJECTIVES

This may be the students' first experience writing code! Students will make their own version of the popular mobile game "Flappy Bird". In doing so, they will learn about event handlers, gain comfort with graphical programming, and dive into the thought process of coding.

SAMPLE AGENDA

* Activity: Playing Flappy Bird Online
  + Have students play the included online Flappy Bird individually or in groups; or, play the game in a large group by taking turns on a large projector. 5-10 minutes of playtime should be sufficient.
* Video: Creating Flappy Bird
* Activity: Coding Flappy Bird
  + Have students follow along with the code.org Flappy Bird tutorial on their own. Encourage them to stretch their creative minds and experiment with the sandbox-like ending of the tutorial.

MOTIVATING CONTEXT

When we have instructions we want a computer to follow, we encode the instructions using a computer programming language (some more well-known examples of these languages are C++ and Java).

Graphical programming languages like Blockly and Scratch provide an intuitive platform for programming without the pitfalls of text based programming. This makes graphical languages great for learning, while also being powerful and very useful.

[ACTIVITY: PLAYING FLAPPY BIRD ONLINE](http://flappybird.io/)

VIDEO: CREATING FLAPPY BIRD