

# Wrapup - Teacher's Guide

<http://www.stencyl.com/teach/final/>

## (Optional) Assign a Final Project

If appropriate, we recommend assigning a **final project** to your students.

This *open-ended* project (with suggested project ideas) can be completed over the course of 1-2 weeks, during which students will create a game entirely from scratch under your guidance.

*Page 2 provides a Teacher's Guide for the final project.*

*Page 3 is the printable handout that should be handed out to students. Edit it to suit your needs.*

## Thanks!

Thanks for following our educator's kit to the end. We hope that you and your students have enjoyed our introduction to programming and logical thinking using Stencyl.

## Frequently Asked Questions

### Will Stencyl produce additional teaching materials in the future?

We're exploring our options and may announce something in the future.

### I'd like to teach more. What else can I teach my students?

This [discussion topic](#) on our educator forums mentions additional ideas and teacher-created materials.  
(<http://www.stencyl.com/education/extras/>)

### Is there a mailing list I can sign up for?

Yes, you can sign up for our [mailing list](#) and receive the latest news on our education efforts.  
(<http://www.stencyl.com/education/signup/>)

# Final Project - Teacher's Guide

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## Objective & Outcome

Assign students a final project that will require them to demonstrate mastery of everything they have learned so far.

Not only will students learn more programming concepts along the way, but they will also learn invaluable “soft” skills such as *problem solving*, *debugging*, *teamwork* and *time management*.

Under your guidance, students will complete a game from scratch in small teams (of 2-3 students each).

## Project Ideas

Although students are encouraged to come up with their own ideas (making sure they are realistic in scope and can be completed), you may prefer to have students choose from a preset list of ideas. We've included a few for you.

### Invaders

Create the classic “Space Invaders” style game. Control a spaceship that can fire bullets at a group of aliens that’s descending from the sky. If they reach you, it’s game over!

### Drop Block

A popular kind of puzzle/physics game where you click blocks to break them, allowing the hero to proceed to the goal. This one’s better explained by [playing the real thing](#).

*Bonus points for getting this game to run on iPhone/Android.*

### Brick Breaker

Brick Breaker, more commonly known as “Breakout” is a Pong-like game where you control a paddle that bounces a ball around the screen. The goal is to destroy all blocks on screen (using the ball) without allowing the ball to exit off the bottom.

# Final Project - Make a Game

URL for your project's page

*This is a template for a final project handout. Edit the portions in **red** to suit your needs.*

## Overview

*(Describe the nature of the final project and its overall goals.)*

## Requirements

*(Describe what you want from students, whether groups are allowed, what the minimum requirements are for a complete project, whether there's a class presentation aspect, etc.)*

## Grading

*(Describe how much the project is worth, how grading is carried out, etc.)*