

Final Assignment

This class has been an overview of many different types of programming. There are other programming environments you may have worked with in the past. For your final project(s), choose one (or more) and make something that shows your growth in programming.

You can work on one large project or a few smaller projects. You will be working on this for the next three weeks, so use your time wisely-- do not tell us you are "done."

We will be looking for:

Innovation and Problem Solving	Self Direction
<ul style="list-style-type: none">• creativity• growth in programming knowledge• functioning code	<ul style="list-style-type: none">• growth mindset• consistent focus on learning• use of reference materials

REQUIRED: You will need to create a screencast of your project which shows the code and how your program runs. You will use [ScreenCastOMatic](#) and save the file so that we can show it on GEMSTV or in future programming classes.

You could choose:

1. Logo- go back to [turtleacademy](#) and make something in the sandbox
2. [Pencil Code](#)- make music, art or tell a story
3. Processing (on your computers)- remix and combine samples to learn the basics or use [these tutorials](#)
4. If you wish, you could also try to program an Arduino once you understand the basics of Processing
5. Javascript- a [KhanAcademy](#) class is available
6. Python- we have books and [there is an online class](#)
7. Join a course at [CodeAcademy](#)
8. [CodeAvengers Game Development](#)

9. [Scratch](#)-make a game, an animation, interactive art-- whatever you wish. If you choose this option, spend your time creating, not looking at the gallery of projects.
10. GameMaker (on your computer)-work on a game that you have been making or do the tutorials on the Game Design page to get started **Note-- the first video tells you how to set up your computer to use Game Design. Even if you remember how to use the program, you might want to watch this to remember how to set things up!!
11. Unity- Unity is on just a few computers. It is a more advanced game design engine and is something that a few of you have expressed interest in. There are Unity tutorials available [here](#).
12. You could also choose [one of these online courses](#) to learn more about programming