Train the Trainer Resources

Building a Rock Paper Scissors Game using boolean logic

Complete the Project – Rock , Paper Scissors
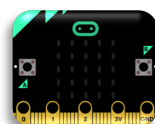
Learning Objectives

Make simple games

Computing

Learn about using variables to store and retrieve data.

Learn methods that numerical data can be processed.

Use simple Boolean Operators

Test the code and download it to a micro:bit

Task
Extend the code by adding by adding a win counter
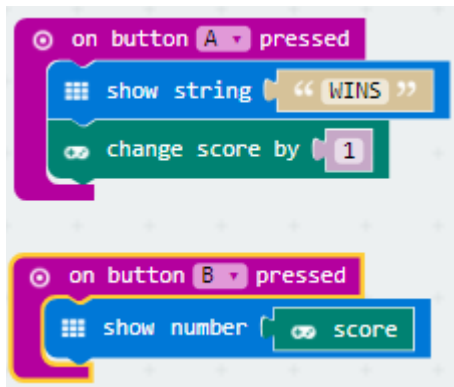
Button A adds 1 to a pre-prepared variable called Score.

This can be found in the Advanced > Games list in the toolbox.
Students Press A every time they win a RPS challenge.

Press Button B shows how many games have been won (or cheated at :-))

Creating games involves many complex interactions.

For this explore the following Hex files in the shared drive.

Experiment with the code and modify it to customise it and create a new version of the game.

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Trainer Reflection
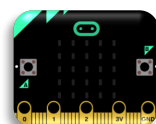
What have you learnt in this topic?

What else do you think you need to know about this topic and how will you find this out?

How might you introduce this topic to other teachers?

What areas of this topic might be difficult to teach or understand for other teachers?

Practice Activity

Re-design Rock, Paper Scissors. Involve five elements e.g add paper clip and stapler