

Get in the Game student activity from CCBC

This activity introduces computational thinking core concepts in an adult and relevant way as part of the process of developing a board game. The videos from The Tech Initiative provide current and relevant examples of algorithms, patterns, decomposition,

Get in the Game!

You will build and practice all four computational thinking (CT) skills while designing your own board game.

1. Create your game - follow the steps at the following link to create your board game: [Get in the Game! Guide](#).
2. Reflect - review all the computational thinking skills you used when creating your board game.

Write an essay which include the following paragraphs:

- Introduction which includes:
 - Definition of computational thinking.
 - A description of your game.
- The next FOUR (4) paragraphs, one for each CT pillar, should each include:
 - Definition of the pillar.
 - How did you use this pillar in creating your game.
- Conclusion