



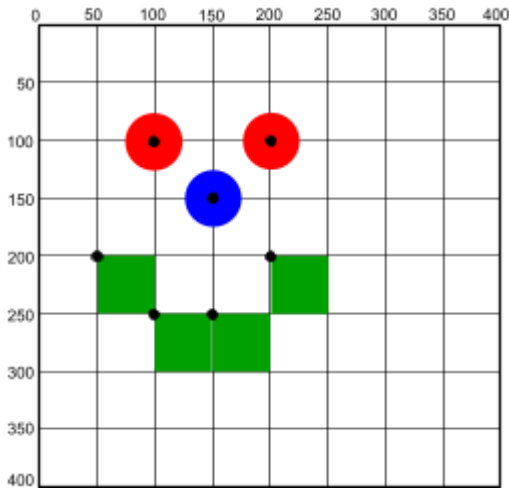
Activity Guide - Plotting Shapes A

IMPORTANT!! DON'T LET YOUR PARTNER SEE THIS PAPER!

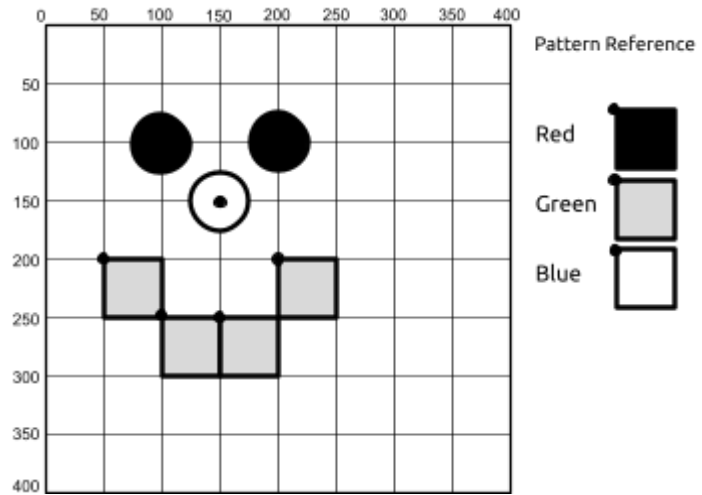
Overview

Your partner should have the Drawing Tool open on a computer where you cannot see it. Alternate turns explaining how to draw your image. Afterwards check their work but make sure to keep your drawings hidden.

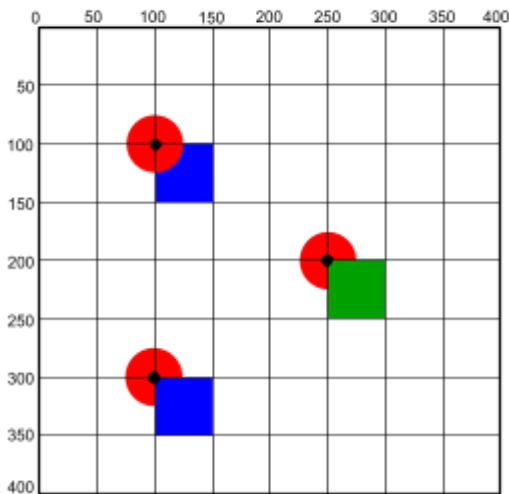
Drawing 1



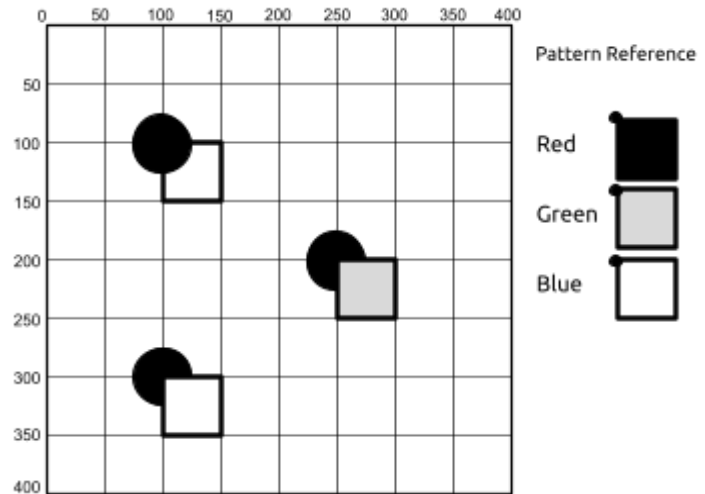
Drawing 1 (Black and White)



Drawing 2

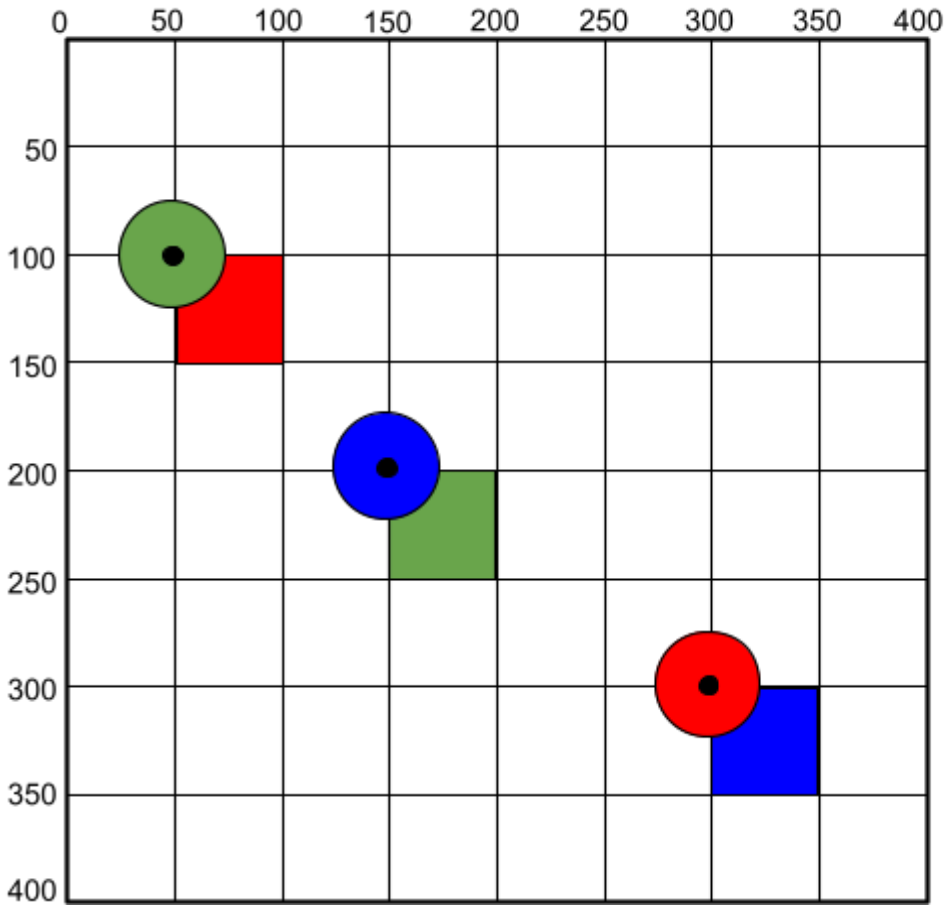


Drawing 2 (Black and White)



Draw Your Own

Use the space below to draw your own image with the shapes. Then see if you can communicate it to your partner to draw using the shape drawing tool in Game Lab. You can also give your drawing to another group to use as a challenge.



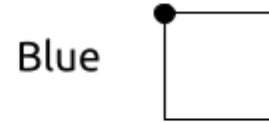
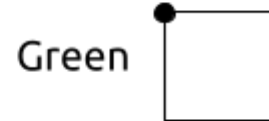
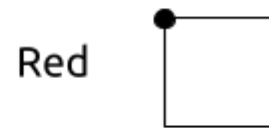
Shape Size

These shapes are the correct size



Pattern Reference

If you don't have red, green, or blue to draw with fill in the patterns or colors you'll use instead



Reflect

What problem is the grid helping to solve in Game Lab?

It makes it easy to tell your partner exactly where things are.

Have you seen different ways of solving this problem in the past? What are they?

Yes, when we used weblab, we used HTML to tell things to go to the left or right, but we weren't so exact about where it should go.

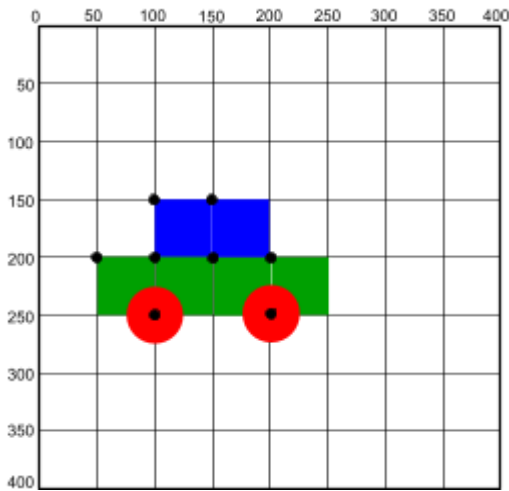
Activity Guide - Plotting Shapes B

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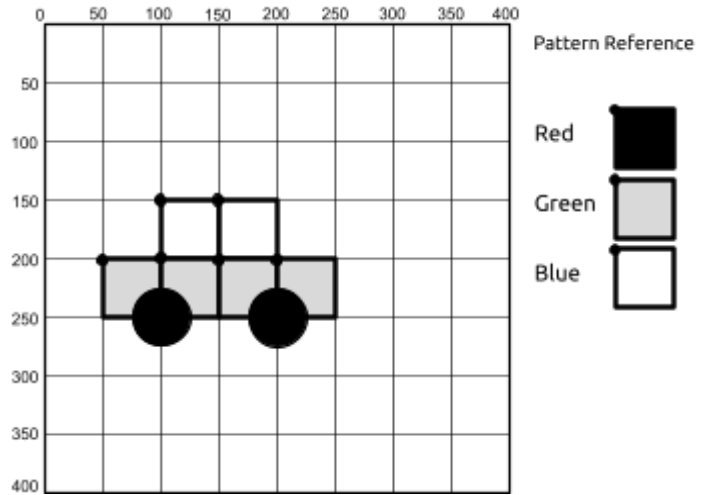
Overview

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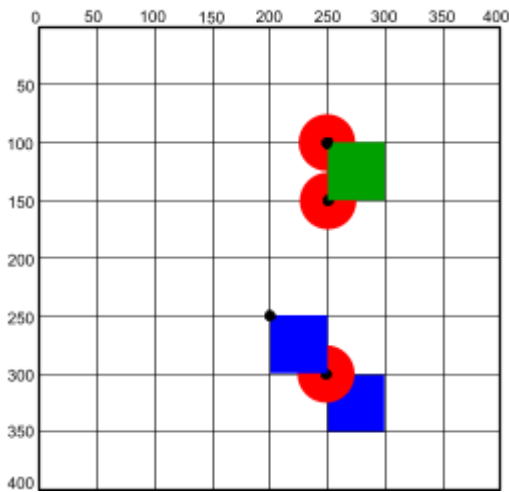
Drawing 1



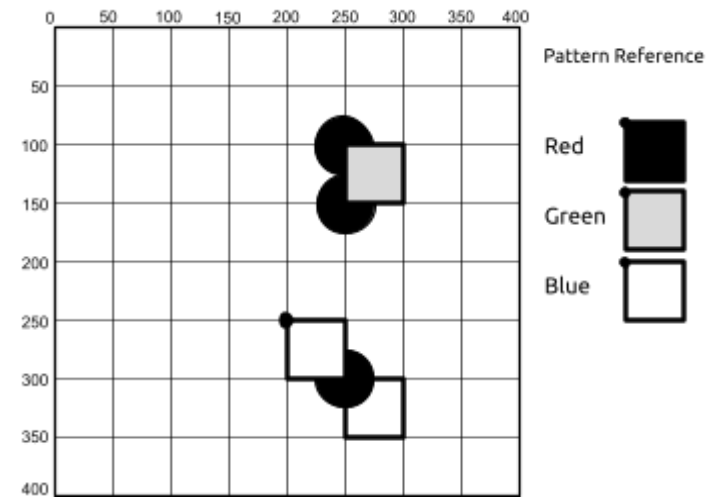
Drawing 1 (Black and White)



Drawing 2

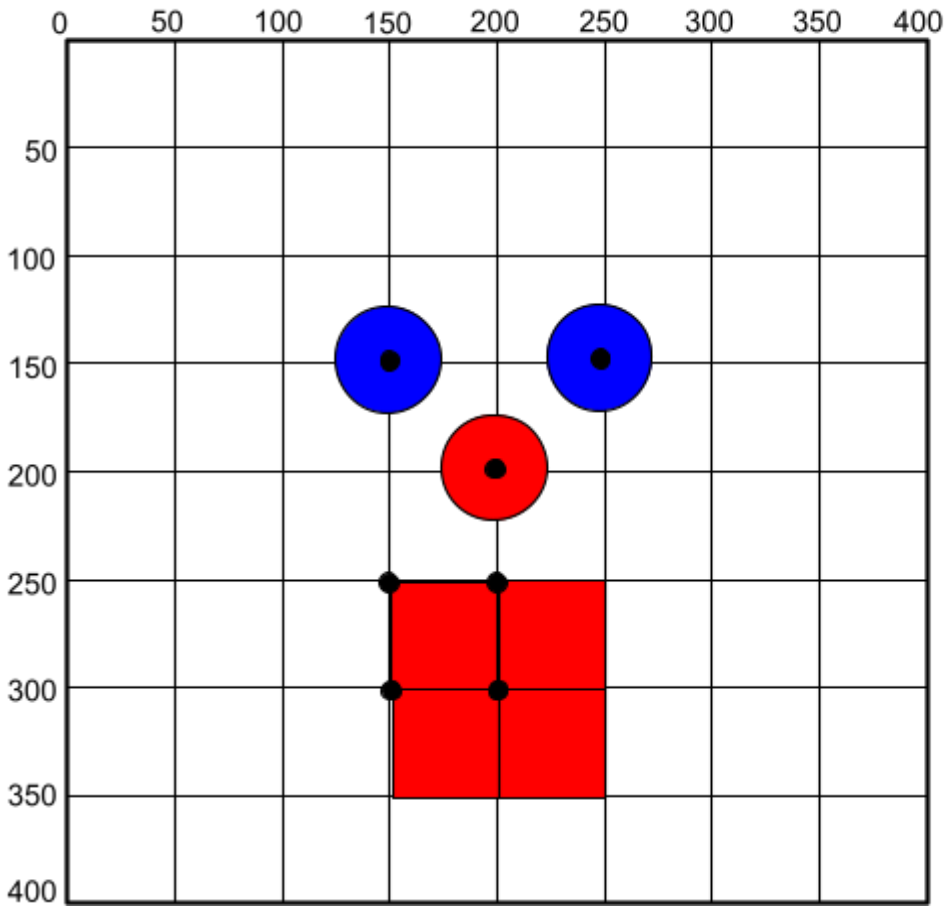


Drawing 2 (Black and White)



Draw Your Own

Use the space below to draw your own image with the shapes. Then see if you can communicate it to your partner to draw using the shape drawing tool in Game Lab. You can also give your drawing to another group to use as a challenge.



Shape Size

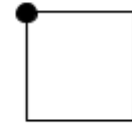
These shapes are the correct size



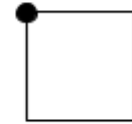
Pattern Reference

If you don't have red, green, or blue to draw with fill in the patterns or colors you'll use instead

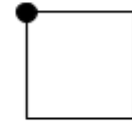
Red



Green



Blue



Reflect

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