Magic-Elastic-Rope

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About

This game is "A creative game where kids use graphical logic to connect points, forming imaginative patterns". The game does this by having the student go through a series of activities involving stretching a rope to create a pattern.

Goal

To introduce the student to a fun and engaging way to learn about patterns and algorithms. By going through a set of graphical puzzles, students should have a basic understanding of patterns and problem-solving.

Link

Game - https://bekids.com/hourofcode/?type=202301

Tips

1. Sometimes this game is a little buggy if the student tutorials are no longer players just refresh the screen and go to the level again.

2. The levels are pretty simple except for the one where it wants you to design the pseudocode. That one is a little complex so it might be better to walk the students through that one.

Actions

1. Click and Drag: Will stretch the band out to a dot and keep it there.

2. Click and Release: Click on a dot that you stretched the band to in order to release the band back to the original position.
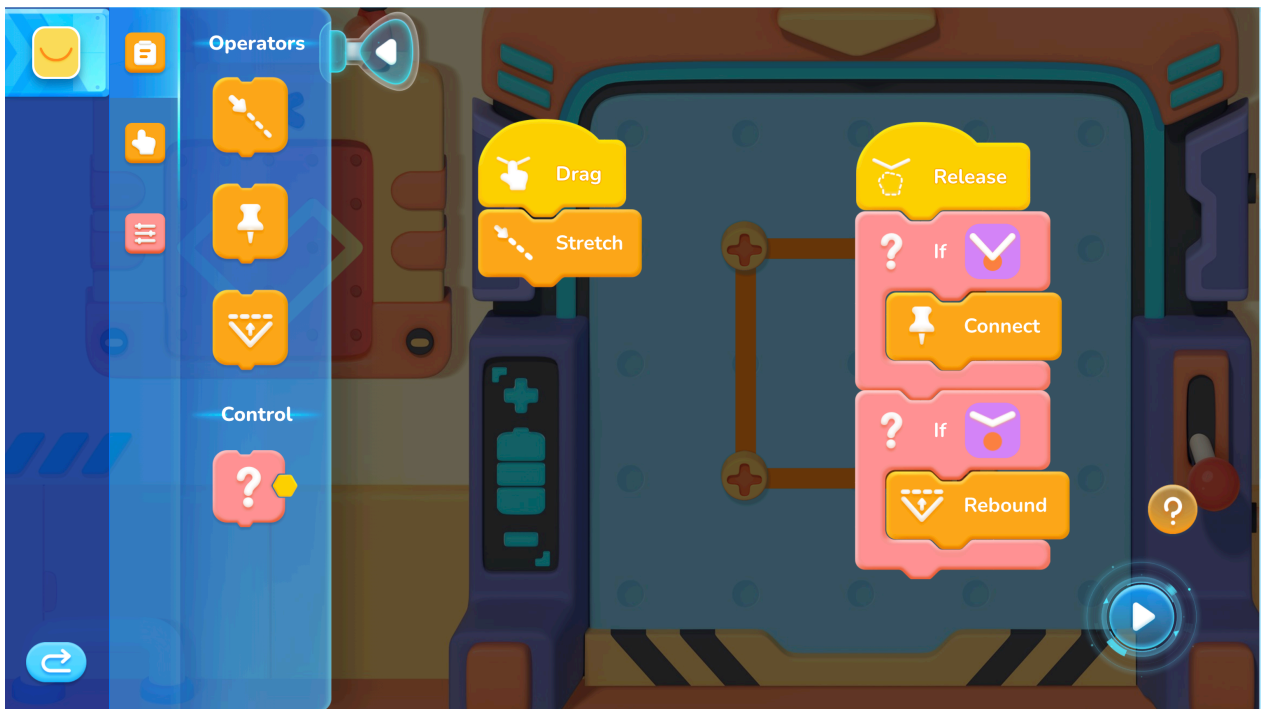
Key

Example 1 Pattern Creation
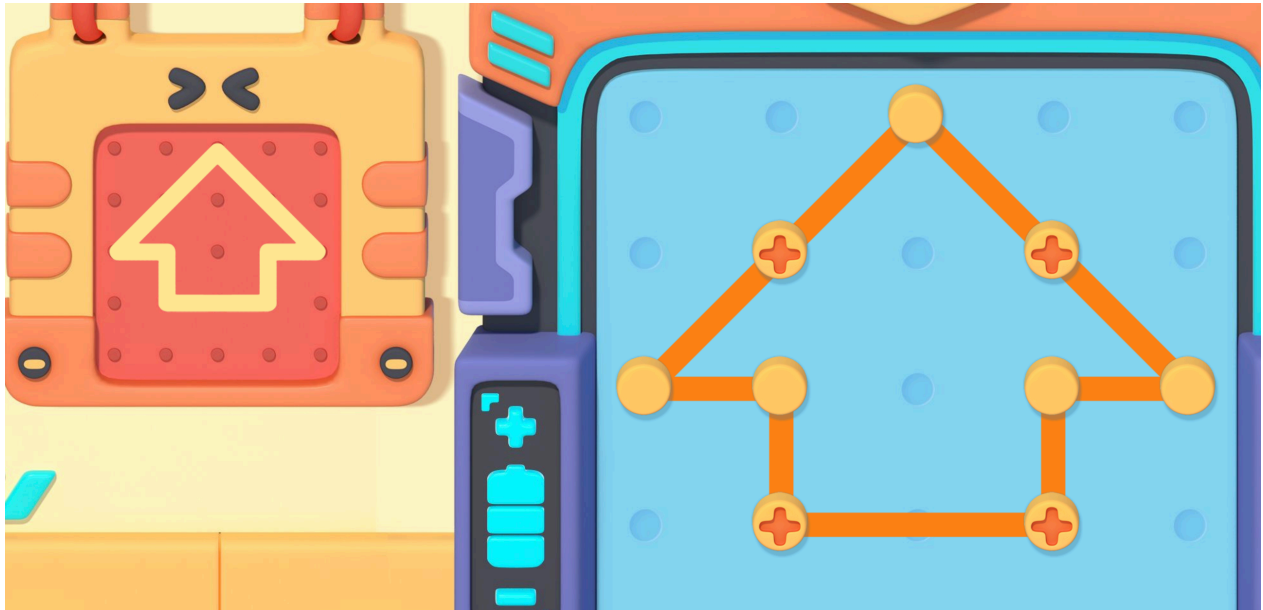
Drag the rope to the point and drop if the pattern is correct it will give a visual cue.

Example 2 Pseudocode

Make the pseduocode and run it.

End Screen

At the end the student should have something like this if you would want to extend the activity long you could make them do the time trials at the bottom of the level screen.