

Track-Park

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About

This game is where “Kids program a car for autonomous navigation and design optimal routes using provided path blocks.” The game does this by allowing the kids to drag and drop track parts to allow a car to go from the start position to the end position.

Goal

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

Link

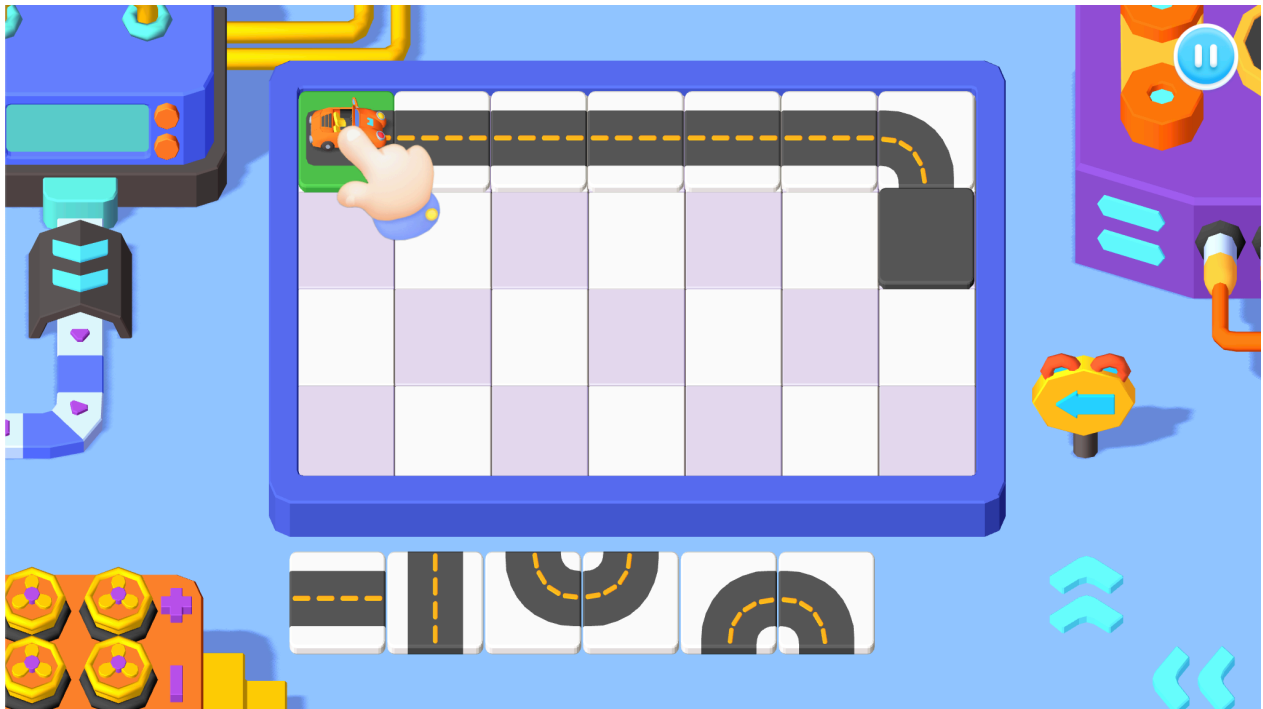
<https://bekids.com/hourofcode/?type=202302>

Tips

1. Sometimes this game is a little buggy if the student tutorials disappear, players can just refresh the screen and go to the levels 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.

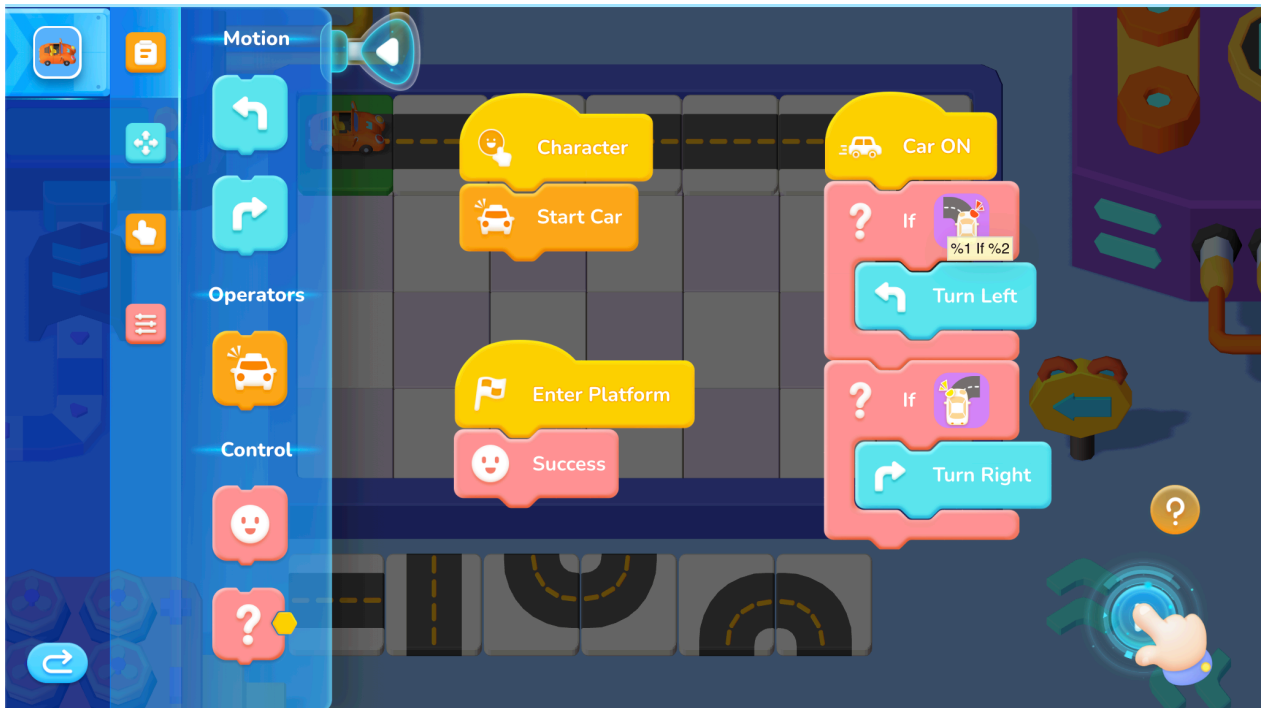
Key

Example 1 Path Creation



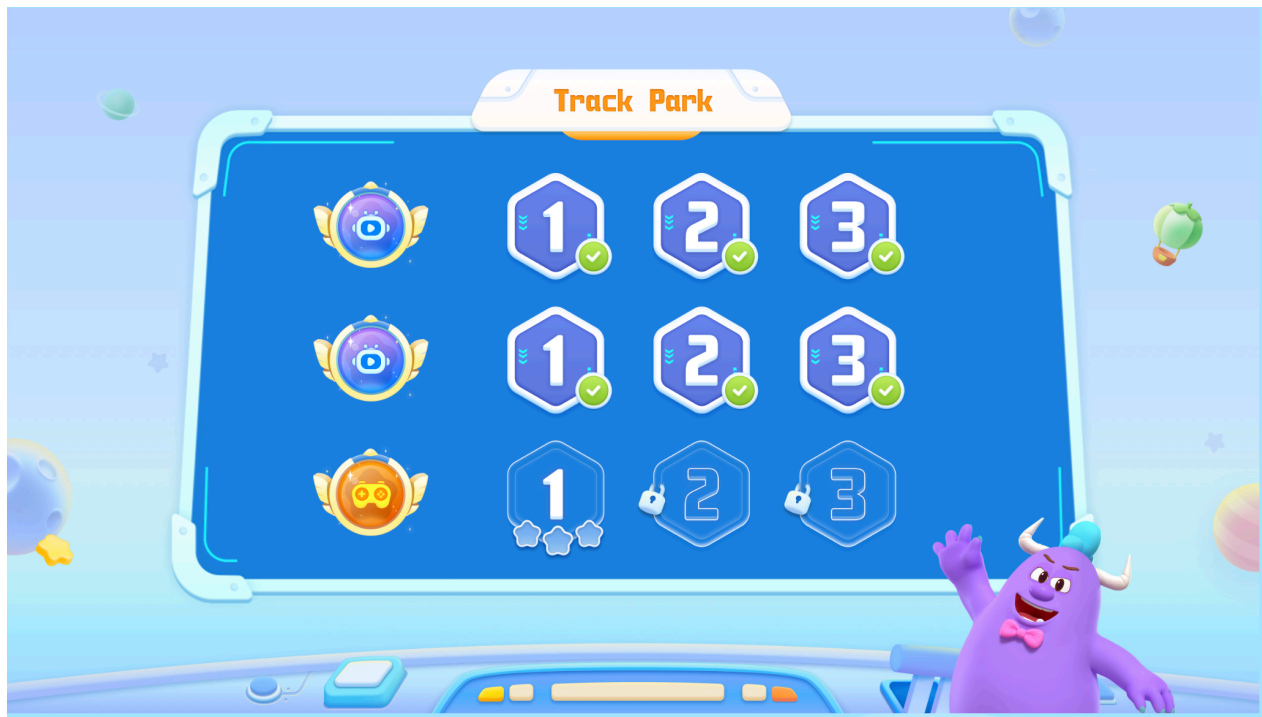
Drag the track pieces into a position that makes the car able to go to the end blank track piece.

Example 2 Pseudocode



Make the pseudocode 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.