

VR Game Builder ^{Part 2}

Grades

4-7

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*Requires accounts with CoSpaces Edu Pro and Tinkercad



Difficulty **3**



3-45 minutes



small group

Tags: Game Design, Design Thinking, STEAM, Prototyping

App/Tech Tools

CoSpaces Edu Pro accounts, Tinkercad account, MERGE Cube (optional), MERGE Headset, device (phone/tablet)

Materials

Learning Objectives

- Use tools or technology to explore and create patterns and relationships, and test conjectures.
- Develop, demonstrate, and apply mathematical understanding through play, inquiry, and problem solving.
- Construct a first version of the product or a prototype, as appropriate, making changes to tools, materials, and procedures as needed

Activity

This is the 2nd lesson in which students will be looking at Lists and Event Handlers that will make their game much more interactive and life-like. By the end of the two lessons, students will have a variety of tools they can draw from to take their game in multiple creative directions. These lessons integrate Language Arts, Math, Computer Science and Art.

1. Start by having students open their CoSpaces account. They will be learning the basics of Lists and how to make multiple objects move either at the same time or individually and use object collision to trigger and event using Lists [here](#) (VR Game 2 Part 1-2)
2. Students will be looking at how to create Event Handlers to build triggers that make something happen when you set them off with the help of the video below:

VR Game 2 Part 3



Extension Idea

- There are a number of effects students could add to their growing game tool list that will enhance the players experience.
- How to create a dissolve effect to items - VR Game2 Part 4



Suggested Questions

- Animals are not the only thing you can have move using a list. What about shifting the walls?
- What are some other ways you could use object collision to create a trigger in the maze?
- Who said the maze has to have one floor, create a staircase to a second level?
- Could you place your robot from the previous activity into the maze to be part of the adventure?
- Could you write a story that will explain how your character became trapped in the maze?

