



# Science Experiment:

## Project: Coding Lesson 5, Flappy Bird

### **Supplies:**

Computers or tablets (atleast one for every two club participants)  
Internet Access

**Purpose:** Today the youth will incorporate various coding functions to create works of art.

### **Time:**

40 minutes

### **What to Do:**

To get started follow these simple instructions:

1. Go to [studio.code/flappy/1](http://studio.code/flappy/1)
2. Create your own version of Flappy Bird.
3. Run the code first by clicking on the “Run” program button.
4. Click on the “Show Code” text to compare and contrast the code represented in JavaScript.
5. Click on the “Run Program” button to see if your code works. To start a puzzle over, click the “Reset” button.
6. After each puzzle you solve correctly, a prompt will pop up to congratulate you. Before clicking the “Continue” button, click on the “Show Code” text to review the blocks you have organized represented in JavaScript.

### **Reflect:**

Trial and error is an important part of coding. What did you do when you created a faulty code for Flappy Bird?

### **Apply:**

Give an example of a time when you may need to work through a problem using trial and error?  
If you could design any video or computer game, what would you design?

### **Resources:**

K-8 Intro to Computer Science Course (2013). Retrieved from <http://learncode.org>  
Utah State University Extension