

**Field Trip # 27**

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Notes to instructor:

**A Memory Game**

Keith Lynn

A memory game

In this field trip, the students will learn how to place buttons or other shapes on the screen in pairs. The user will attempt to choose buttons that contain the same text or image.

7<sup>th</sup> – 12<sup>th</sup> Grade

Lecture with Activity

The student will be able to:

- Create buttons that contain text or images
- Detect two button clicks & display the text or images
- Create a simple thread that will allow a pause

This is a simple game using event handling. It is recommended that this be written ahead of time & demonstrated to the students at the beginning of the field trip.

Then the students can be led through development.