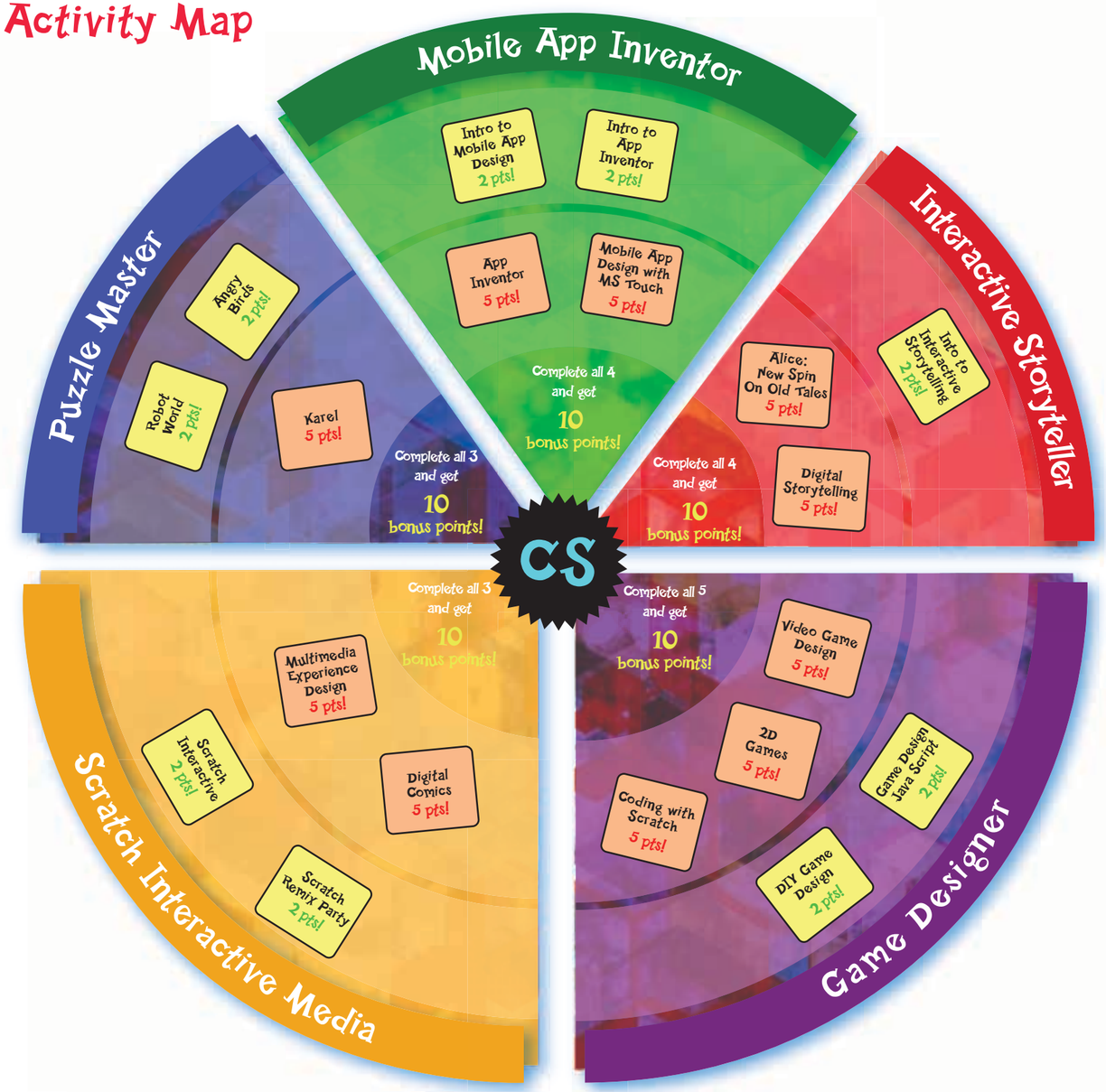
Activity Map



- Mobile App Inventor: 24 Point Potential
- Interactive Storyteller: 22 Point Potential
- Game Designer: 29 Point Potential
- Scratch Interactive Media: 24 Point Potential
- Puzzle Master: 19 Point Potential

Description of Activities

Journeys

Video Game Design: Remember playing tag and checkers as a kid? How about pinball, Super Mario Brothers, or Sim City? Whether simple or computer-based, everybody loves games, but what features make a really great game? It's time to stop playing and find out what it's like to create! Design a video game and challenge your family and friends!

DIY 2D Game Design:
Use the sprites and textures you create to build a 2D game. Use Stencyl, and upload a link to the actual game so other Makers can play it and be inspired!

Coding With Scratch:
Get started with Scratch. Complete all 5 activities to earn the Scratch Ninja badge!

Interactive Digital Comics:
In this pathway you will create a digital comic based on your own interests. You will add sound and movement to bring your comic to life.

3D Storytelling with Alice - New Spin On Old Tales:
Sleeping Beauty, Jack and the Beanstalk, Hercules are all famous fairytales. Jazz up these classic fairytales with your own spin. Create new characters and even make a different ending to these stories. And your stories will be in 3D!

Digital Storytelling: What is it that people love about animated stories like The Lorax? Have you ever wanted to try making computer animations? Discover the world of digital storytelling and use computers to create story characters who move and talk. Lights! Action! Your finished piece will have its own "premiere" at the CSOL Community Fair!

Mobile App Creation With Microsoft Touch:
Using the Microsoft Touch Development suite, learn how to make cool mobile app for your phone, tablet, or even your desktop.

App Inventor: Mobile apps! In this challenge, you will find out more about the field of interaction design and learn some of the principles of designing an app for users. You will learn how to use App Inventor, a free tool from MIT to help you quickly and easily create cool new apps of your own design!

Programming With Karel The Dog CodeHS: Get started learning how to program with CodeHS. This pathway is for complete beginners. So if you are curious how to build things with computers, or want to make a game, or a website, this is the place to get started! can learn to make!

Multimedia Experience Design With Scratch: Movies, music, amusement rides, and even restaurants are designed to make you feel different emotions and sensations. In this challenge, you will learn how to design unforgettable multimedia experiences that will have your friends feeling calm, excited, and even a little scared.

Missions

DIY Game Design:
Game Designers create new worlds where the rules are a little different. We think about the basic elements of play and strategy as we design awesome experiences.

Intro to Game Design - Javascript:
Learn to code Javascript while playing a game. The first step in designing your own game, is learning about how other games are created, and all of the ways that you would want to make your own game different.

Intro to Interactive Storytelling: Make stories and ideas come to life using computer programming. Use a cool tool called Alice to learn fundamental programming concepts in the context of creating animated movies and simple video games.

Intro to App Inventor:
Step-by-step guides will turn you into an app inventor in no turn. Creating an app for your phone is a simple as using one.

Intro to Mobile App Design:
Touch Development lets you create apps on iPad, iPhone, Android, PC, Mac, Windows Phone. Our touch-friendly editor makes coding fun, even on your phone or tablet!

Robot World: RoboMind Academy trains Computational Thinking: an essential 21st century skill. By programming a virtual robot, you will be introduced to logic, automation and technology. Logical thinking is directly connected to solving real world challenges.

Angry Birds: Learn the basic concepts of Computer Science with drag and drop programming. This is a game-like, self-directed tutorial starring video lectures by Bill Gates, Mark Zuckerberg, Angry Birds and Plants vs. Zombies. Learn repeat-loops, conditionals, and basic algorithms.

Scratch Interactive: Get familiar with the coding tool--Scratch by creating a new animation, remixing an old animation or bringing something into digital form. Imagine, Program and Share using scratch to create and remix stories, characters and games.

Scratch Party Remix: One of the easiest ways to get started with programming is to remix someone else's already existing program. In this challenge you'll remix a program written

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