

Y.E.P. Coding Camp Daily Lesson Plans (Weeks 3–4)

Week 3: Game & App Design (Optional)

Day 1: Game Planning & Storyboards

Objective: Explore components of a good game or app.

Mini-Lesson: Elements of storytelling, characters, rules, and goals.

Hands-On Activity: Sketch a game idea using storyboards or slides.

Leadership/Reflection: Pitch game concepts to the group.

Day 2: Scenes & Controls

Objective: Learn how to build a game environment and control movement.

Mini-Lesson: Mini-lesson: Levels, backgrounds, and player movement.

Hands-On Activity: Start coding basic scenes and navigation.

Leadership/Reflection: Team rotations for peer input.

Day 3: Adding Sound and Scoring

Objective: Enhance games with interactivity, scoring, and effects.

Mini-Lesson: Add sounds, timers, and feedback systems.

Hands-On Activity: Code interactive features and scoring systems.

Leadership/Reflection: Leadership: Test for fairness, usability, fun.

Day 4: Finish & Polish Game

Objective: Refine all elements and prep for demo.

Mini-Lesson: Debug, test, finalize projects.

Hands-On Activity: Rehearse game demos.

Leadership/Reflection: Encourage positive critique and self-reflection.

Day 5: Game Demo Day

Objective: Celebrate creativity and problem-solving.

Mini-Lesson: Final presentation tips.

Hands-On Activity: Play-test and showcase each other's games.

Leadership/Reflection: Leadership Wrap-Up: Present like a pro.

Week 4: Data Science & Final Showcase

Day 1: What is Data?

Objective: Understand how data is collected, organized, and used.

Mini-Lesson: Brainstorm and design a survey.

Hands-On Activity: Collect simple data using forms or class activities.

Leadership/Reflection: Explore how data informs decisions.

Day 2: Organize and Analyze

Objective: Sort and visualize data in Google Sheets.

Mini-Lesson: Mini-lesson: Graphs and charts.

Hands-On Activity: Create tables and bar/line graphs from data.

Leadership/Reflection: Leadership: Present info clearly.

Day 3: Data Project Design

Objective: Plan a showcase project using coding or visuals.

Mini-Lesson: Match data to questions and design a message.

Hands-On Activity: Start building visualizations.

Leadership/Reflection: Work independently or in teams.

Day 4: Final Project Work Time

Objective: Continue building and refining final showcase projects.

Mini-Lesson: Check-ins and support as needed.

Hands-On Activity: Team or solo project refinement.

Leadership/Reflection: Prepare to present.

Day 5: Final Showcase

Objective: Present finished websites, games, or data stories.

Mini-Lesson: Set up showcase space or virtual gallery.

Hands-On Activity: Students lead walkthroughs or Q&A sessions.

Leadership/Reflection: Final group celebration and certificates.