



**FAST & EASY
VIDEO GAME CREATION**

The background is a vibrant, multi-colored mat made of small, square sections of different colors. The colors include red, yellow, purple, green, blue, orange, pink, and teal. The word "WELCOME" is woven into the mat in large, black, block letters. Each letter is placed on a different colored square. The letters are: W (yellow), E (red), L (purple), C (pink), O (dark purple), M (light blue), and E (dark red).

The Fogo Island Run

Start

Music by Joe Emberley – Welcome Mat by Madonna Penton of Landwash Lodging

**Teaching code since
2010, with 4:1 S:T ratio**

**Noticed a 70%
avg on the spectrum**

200+ kids taught

Play Video #1:
Fidgeting, Distraction, etc.

What are the strengths of the children on the autism spectrum?

What are the challenges?

How does doing code/programming FIT into the skill set of the children on the spectrum?

What do they enjoy most?

Where do they focus most?

Why do you think they gravitate to the coding/programming?

Any particular observations , in your mind-view?

Play Video #2
“I Need Some Help”

STEPHEN WHEELER, CURRENT CODING INSTRUCTOR

**Focus in on a task: Involve themselves in every little detail.
Great mind for technical details.**

Difficult to push them out of their comfort zone: Don't want to do anything else.

Encourages problem solving. Fixed set of rules that may be complex

Enjoy seeing their creations come to life. He has created and all the stats.

Creating and animating their characters.

Seeing all their favourite characters doing what they make them do.

Active use of their time. Spiral of pointless videos -

Something that they are learning Share and bond with other kids over.

MYLES HANN, CURRENT INSTRUCTOR

Very creative and a lot of artistic talent.

Some kids are not as high in the school curriculum as others need extra attention,

Coding is not always about a mathematical science, putting together the code is like putting together a big puzzle, highly creative levels of children

Initial design and setup of the product, and then seeing their programming product finished

Initial design & development of the projects. Putting together the ground work/ foundation.

Programming can be an introverted activity. Keeping to your self and being in the flow of figuring out a problem. This can be satisfying for those who are thinkers.

Play Video #3

Video Game Creation
December 2016 Class
SassyTuna

FOR MORE INFO:

SassyTuna Studio

17 Pippy Place

7-FUN-FIN (709-738-6346)

julie@sassytuna.com



www.sassytuna.com

Play Video #4
Thank You!