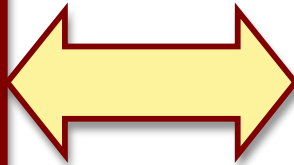


## High Level Concept:

Interactivity in  
Physical  
Programming

Creating a Highly  
Interactive Game



## Practical Skills:

Specifying inputs  
Motor Positioning  
Boolean Conditionals  
Crafting

## Open-Ended:

Create Riffs on Game

- Change rotation movement to up & down
- Add "good" & "bad" sound
- Change input from button to mic or light
- Change craft pieces

## Which Wiggle?

Using physical programming and crafts to create a highly interactive game with **PICO** crickets



## Structured:

Create a structured constrained baseline game