

**Field Trip # 23**

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Notes to instructor:

**Hangman**

Keith Lynn

Hangman

In this field trip, the students will learn how to create a simple hangman game

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

Lecture with Activity

The student will be able to:

- Place buttons on a screen that represent letters to guess
- Learn how to handle the clicking of a button
- Learn how to handle keyboard events
- Draw a simple hangman

This is a simple game that can be writing in basic Java. It is recommended that the instructor write the solution ahead of time & at the beginning of the field trip demonstrate it. Then they should lead the students through development.