

Field Trip # 28

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Notes to instructor:

Create a Crossword Puzzle - Java

Keith Lynn

Create a crossword puzzle in Java

In this field trip, students will learn how to create a simple crossword puzzle.

9th – 12th Grade

Lecture with Activity

The student will be able to:

- Create buttons & place them on a screen
- Determine where a word can fit on the screen
- Allow the user to use the keyboard or mouse to input letters

This will be a simple game where words are placed onto a puzzle & their corresponding clues are displayed. It is recommended that this be written ahead of time & demonstrated at the beginning of class. Then the students can be led through development.