

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Pixel Pioneers: Pre-K Playful Play-Makers Puzzle

Tiny techies transform into mini-designers as they build a brand-new digital world by choosing how characters move, look, and help their friends.

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**1. You are building a new game world! If your character wants to get to a high treehouse but cannot jump, what new 'rule' should you create for the game?**

- A. Make the grass turn blue
- B. Add a flying button
- C. Make the music louder
- D. Put a fence around the tree

**2. In your game, you want to show that a character is happy. You decide to change their costume to a bright \_\_\_\_\_ color.**

- A. Gray
- B. Black
- C. Yellow
- D. Dark brown

**3. True or False: If you are making a game for a friend who doesn't like loud noises, you should let them choose to turn the sound off.**

- A. True
- B. False

**4. You want to design a 'Teamwork Game.' Which of these ideas requires two players to work together instead of playing alone?**

- A. A race where only one person can finish
- B. A heavy door that needs two buttons pressed at once
- C. A game where you dress up a cat
- D. A button that changes the sky color

**5. If you want to make a 'Night Time' level in your video game, you must change the background from a sun to a \_\_\_\_\_.**

- A. Flower
- B. Moon
- C. Car
- D. Elephant

**6. True or False: You can use a computer to make a game where a drawing you made actually moves.**

- A. True
- B. False

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**7. Your game hero is at a river. To help them cross without swimming, which tool would you 'program' (create) for them to use?**

- A. A magic toasted sandwich
- B. A pair of roller skates
- C. A bridge that appears when they whistle
- D. A hat that changes size

**8. True or False: A game designer only thinks about winning and never thinks about how the players feel.**

- A. True
- B. False

**9. To make a character look like a superhero, you decide to give them a \_\_\_\_\_ that flaps when they run.**

- A. Spoon
- B. Cape
- C. Pillow
- D. Banana

**10. If you want players to find a secret treasure, what would be the best 'hint' to put in your game design?**

- A. Hide it so no one can ever find it
- B. Put a sparkling light over the spot
- C. Make the screen go black
- D. Delete the treasure from the game