

Listen Once. Draw What You Hear.

WEEK 10 • OCTOBER 29 • FRONT • MAKING GAMES IN THE AGE OF AI • FALL 2026

Name _____ Date _____ Grade _____ Class _____

The recording plays one time. No pausing, no questions.

Nobody gets all of it. That is what we are measuring.

What did you drop? Then: did it matter?

Changed the picture

Anyone would see it was wrong.

Nobody would notice

Gone, and the picture is still right.

☐ It was at the start ☐ In the middle ☐ At the end

If I could have asked one question, it would be

Grades 3–5: draw, then tell a neighbor one thing you left out. **Grades 9–12:** could you not hold it all, or did you not weigh it all the same?

My Bug Log

Name _____ Date _____ Grade _____ Class _____

Change one thing. Then Preview. That is how debugging works.

1 Say what you expect, out loud. 2 Change one thing. One. Not five. 3 Press Preview. 4 Compare. The gap is where the bug lives.

Date	What broke	What I expected	What fixed it

KEY WORD

Debugging – Finding out why something isn’t working and fixing it. Rule one: change one thing at a time.

KEEP THIS • GRADED

Graded if you picked P1: three rows by the end. Didn’t pick it? A bug you wrote down is still the fastest way back in next week.

Grades 3–5: two boxes are enough – what broke, and what fixed it. Want to ask the AI? Guess first. If the AI guessed wrong, that goes in your Failure Log.