

# Lesson 6: Augmented Reality

**Big Idea** There's more than one way to do it.

**Module** Doodle Augmented Reality <https://app.vidcode.io/project/drawing>

Take a boring video and add a spectacular setting using drawings.

## Background

**Review:** What is a variable? (an object that holds data)

**Review:** Why are variables useful? (they let you call something by name so you can change it later.)

"There's more than one way to do it" is a mantra often repeated by programmers. That's because programming is solving problems, and there are always multiple solutions to a problem. Some ways are better than others, and the mark of a good programmer is being able to compare them.

Group discussion: Think about your experiences over the past 5 sessions. Did everyone always do everything the same way? Are there places in the code where the order of commands doesn't matter? Bring up some of the published projects on the projector and discuss the similarities and differences.

It's possible to achieve the same result with different code!

## Code Challenge

Have students complete the Augmented Reality module.

Once students have gotten a taste for drawing and realize how it can level up their videos, they will want to film a better one. Allow them to iterate through the module over and over, paying attention to the multiple ways they can film and upload, different ways of organizing their code, and places where the order matters or doesn't.

If you have a green screen, use it now!

## Sample Solution

```
var my_drawing = drawing_mode("blue", 10);  
my_drawing.color = "green";  
my_drawing.x = 50;  
my_drawing.y = -200;
```

## Sharing

Publish completed projects to the Vidcode gallery. Take turns presenting them on the main screen.

## Reflection

As you view the projects, compare their code. Read the code carefully to understand what it does. Did everyone do everything in the same order? Did everyone choose the same variable names? Did everyone have the same ideas for their videos? Identify someone who solved the same problem as you in a different way.