Field Trip # 27	**A Memory Game**
Developed by:	Keith Lynn
Subject:	A memory game
Short description:	In this field trip, the students will learn how to place buttons or other shapes on the screen in pairs. The user will attempt to choose buttons that contain the same text or image.
Educational Level:	7^{th} – 12^{th} Grade
Field trip type:	Lecture with Activity
Educational Outcomes:	The student will be able to: • Create buttons that contain text or images • Detect two button clicks & display the text or images • Create a simple thread that will allow a pause
Notes to instructor:	This is a simple game using event handling. It is recommended that this be written ahead of time & demonstrated to the students at the beginning of the field trip. Then the students can be led through development.