Field Trip # 28	**Create a Crossword Puzzle - Java**
Developed by:	Keith Lynn
Subject:	Create a crossword puzzle in Java
Short description:	In this field trip, students will learn how to create a simple crossword puzzle.
Educational Level:	9th – 12th Grade
Field trip type:	Lecture with Activity
Educational Outcomes:	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
Notes to instructor:	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.