

# Getting to Know You Game

## Explore

Check out the [Literary Randomizer](#) lesson. Build the model and practice coding. Then, try this remix challenge!

## Debug

Create a new and different version of something. You can remix a song, a product, or in this case a LEGO® model and code.

## Extend

Can you design a way to collect data about the responses of your classmates? Consider using a sensor and Bar Graph code blocks. Alternatively, consider setting up rotations in the classroom so students can learn a fun fact about each classmate using their Getting to Know You Game questions.

## Challenge

Can you remix the Literary Randomizer model to be a Getting to Know You Game? Use the model to select a quadrant. Develop a list of questions to learn more about your classmates. Assign each quadrant of the randomizer a question and a LEGO element to represent that question. Then, use the randomizer to select questions and get to know your classmates!

