

Learning objective: To programme sprites to construct a game in Scratch

All (L3) - I can make simple things happen using instructions.

* I have added a sprite to my game. *The sprite moves

All (L4) - I can write short sets of instructions and improve them.

*I have added a background to my game *I have more than one sprite in my game *The player sprite can be moved easily around the stage

Most (L5) - I can create sequences of instructions to control things in a predictable way

*If the player sprite goes off the maze it will be sent back to the start

AF2 - Handling Data,
Sequencing and Modelling

Do you know your Scratch key words?
Next to each of the keywords write its definition.

Sprite

Action Blocks

Stage

Green Flag

Costume

Extension - Can you think of 3 more key words and definitions?

Scratch Game Challenge

You are going to design and create a game in Scratch.

Your game must:-

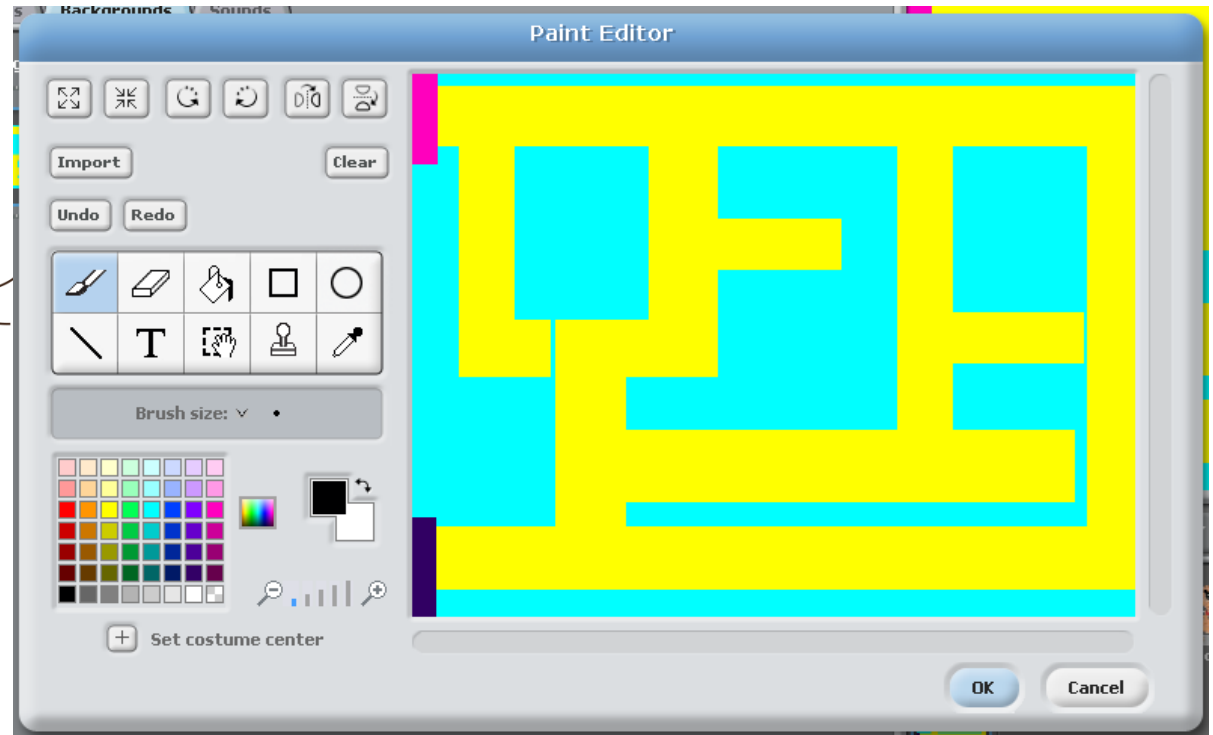
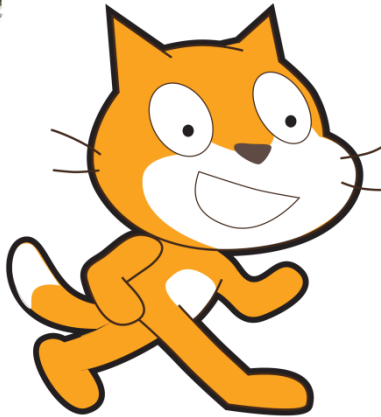
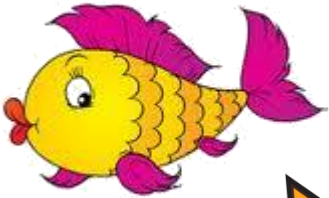
- Have a sprite that the player controls
- Have 'baddie' sprites that will send your sprite back to the start
- Have treasure that the user must collect on their way around
- Have more than 1 level

Create Plan

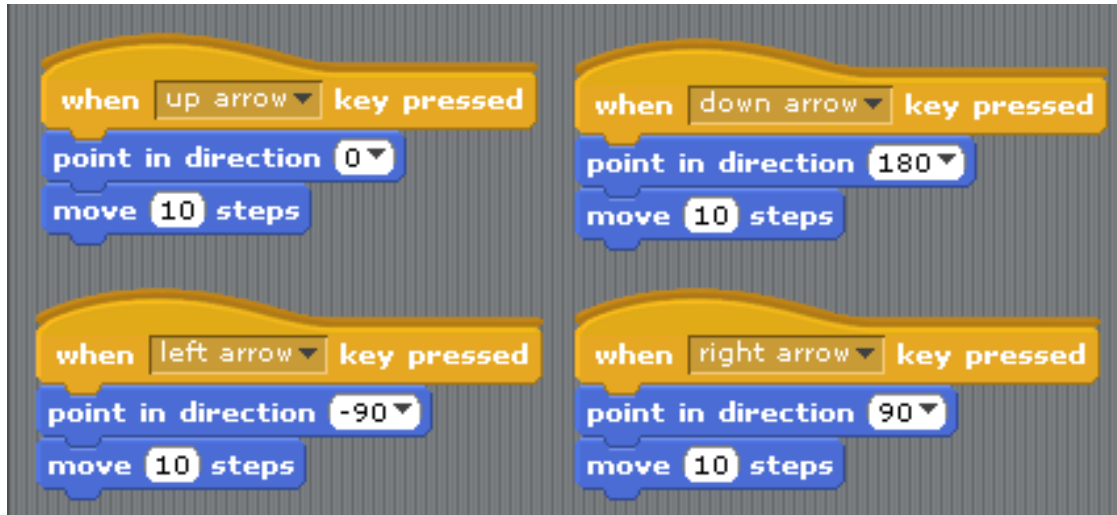
My Scratch Challenge Game

What is the aim of your game?	
What is the theme of your game?	
Sprite 1 - What will it be? How will it move?	
'Baddie' Sprite - What will it be? How will it move?	
Level 1 - What will it be?	
Level 2 - What will it be?	

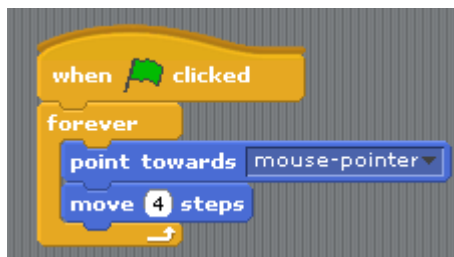
Find sprites and draw background



Make player sprite move



Move with
arrow keys



Follow mouse
pointer

Do you
have
another
way?



<u>Lesson 3</u> - Design, Sprites and Background
Today I worked at level ...
I know this because ...
The best thing I did today was ...
Next lesson I need to focus on ...