SCRATCH!

SCRATCH Project Directions: You are going to create a video game or animation using SCRATCH. Now that you have had a chance to work through the Challenge cards and are more knowledgeable about SCRATCH programming language, you are going to create either a video game or a complex animation.

1a) If you choose to complete a video game... think about the following... (If you are, instead, creating an animation.... Go to Number #2.... See, that was an "If...Then" statement... not bad, huh?)

How many sprites will you need?

How many backgrounds will you need? If you want various levels to your game, you need to think about backgrounds...

How will the audience play the game? How do they win? You will most likely need to include language from the Motion blocks, Looks blocks, Control blocks, and maybe Sensing blocks... You can certainly use other language, but most of the games we evaluated, remember, included language from those blocks...

Will the game keep score? How?

1b) Now that you have had a chance to think about the questions, you are ready to write a description of what you want your game to be like...

Name of Your Game:

Purpose of the Game:

How you play the Game:

How you win the Game:

Scoring:

1c) Once you have made these decisions, you are ready to get to work programming your game... Good Luck! Remember, the goal is to work on problem solving skills... you won't get it right the first time, so don't worry... keep trying. You can get your game to do anything you want it do ... you have the power!

2a) Now... if you want to instead create an animation... think about the following...

What is the purpose of the animation? Is it just for fun or is there a message?

What characters will you use? Will you need costumes?

What do you want the characters to do? How will they move on the stage?

What backgrounds will you need to stage the animation?

How will you use sound or words to enhance your animation?

2b) Now that you have had a chance to think about the questions, you are ready to write a description of what you want your animation to be like...
Name of Your Animation:

Purpose of the Animation:

How you play the Animation:

2c) Now that you have had a chance to make some decisions, you are ready to get to work programming your animation... Good Luck! Remember, the goal is to work on problem solving skills... you won't get it right the first time, so don't worry... keep trying. You can get your game to do anything you want it do ... you have the power!