

Name: _____

Class: _____

4th Grade Technology Scratch Project

SCRATCH

Overview: We will be programming a computer game that incorporates information about the scientist or inventor you studied this year AND helps communicate to new students what Scratch is capable of creating.



Scientist/Inventor: _____

While most work will be done at school, the planning must be done at home.

Planning: Identify the four game design elements that will be found in your program.

1. Object

What is the goal of the game? (ie collect coins, get through the maze, score points, etc.)

2. Operation

How do you play the game? (ie Do you use keyboard keys to move? Press the spacebar to jump? Move the mouse around? etc.)

3. Obstacle(s)

What's the challenge that you have to overcome? (ie bad guys, a timer counting down, running out of fuel, life meter, etc.)

4. Outcome

What happens so you know you won or lost? (ie "You Won!" screen, "Sorry, you lost" screen, celebration dance, etc.)

Example: An idea for a game based on Benjamin Franklin.

Object - Collect the kite, string, and key needed to recreate his lightning-electricity experiment.

Operation - Use the arrow keys to move back and forth across the ground.

Obstacle(s) - Lightning falls down from the sky and tries to zap your character. Each time you get zapped, you lose a life. The kite, string, and key show up for only few seconds and then disappear.

Outcome - A WIN! screen shows up if you get all the items, or a LOSE! screen if you run out of lives. On both of them is a note telling players that the lightning-electricity experiment was actually a myth.