



SCRATCH LESSON PLAN 2

OK ! NOW LET'S MAKE THIS A GAME WITH SCORES !

OPEN YOUR SCRATCH PROJECT

CLICK THE CAT SPRITE

CLICK ON CONTROL BLOCKS

DRAW THE GREEN FLAG BLOCK OVER

CLICK ON THE VARIABLES BLOCKS

CLICK ADD VARIABLE AND CALL IT SCORE

DRAW THE SET SCORE BLOCK OVER AND CLICK IT TO THE GREEN BLOCK !



NOW LETS ADD TO THE SCORE WHENEVER THE CAT HITS THE BALL !



WELL DONE YOU JUST MADE YOUR FIRST GAME WITH A SCORE !!!

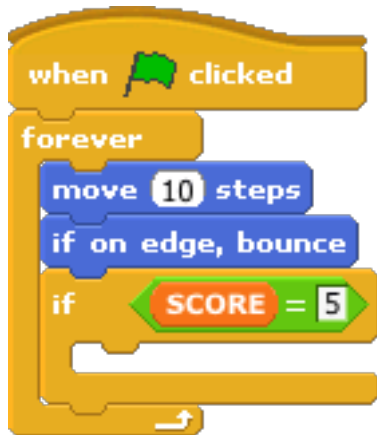
NOW LETS ADD A “GAME OVER” TO THE GAME !!!

CLICK ON THE BALL SPRITE

CLICK THE CONTROL BLOCKS AND DRAG THE IF CONTROL INTO THE FOREVER BLOCK

CLICK THE OPERATORS BLOCKS AND DRAG THE `[] = []` BLOCK INTO THE IF BLOCK

NOW CLICK VARIABLES BLOCK AND DRAG THE SCORE VARIABLE INTO THE FIRST PART OF THE GREEN OPERATOR BLOCK. THEN TYPE THE GAME OVER SCORE IN THE 2ND PART [5]



NOW CLICK THE LOOKS BLOCK AND DRAG THE “SAY” BLOCK INTO THE IF BLOCK
CLICK THE CONTROL BLOCK AND DRAG THE STOP BLOCK OVER ALSO !



WELL DONE !!! YOU JUST MADE YOUR FIRST GAME WITH A SCORE !!!

PS NOW TRY CHANGING THE COSTUME OF THE CHARACTER WHEN THE GAME IS OVER !