Frog & Fly Game

Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	New project & add backdrop	5 mins
3.	Add characters	10 mins
4.	Code & test	10 mins
5.	Add speed changes	5 mins
6.	Debug & Demo	5 mins

Overview

In this DIY game, children can start to understand how video games are built, and quickly create something fun that they can play straight away.

We can then start to talk about how to make the game harder or easier: making the characters smaller or larger, moving faster or slower, making the frog jump slower or faster.

Step by Step

1. In a new project, add a plain-colour background, if time draw in a pond.

2. Delete the cat, and add frog and fly characters.

3. Discuss how a fly moves (children can act it out). Code the fly (simplify for younger children to have the fly move left and right only). Test. Record the bzzzz sound clip for the fly.

4. Discuss how the frog could catch the fly? How could we code this? Code the frog. Test

5. What should happen when the frog catches fly? Code the winning scenarios – when the frog touches the fly it sends a message to the fly to disappear and stop buzzing.

6. If time, record "Yum Yum" for the frog to say when he eats the fly successfully.

7. Extension: Discuss how to make the game harder or easier: What happens if the fly is larger or smaller, moves faster or slower? What if we add an orange "Wait" block before the jump block?

8. To finish, children can show and tell their project to the class, or swap tablets with their neighbour and play the game.
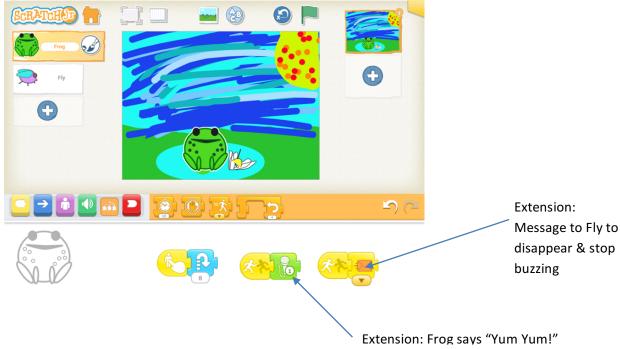
MAMA.codes

Code Sheets

The Fly:

Extension: Fly disappears & stops buzzing

The Frog:

Extension: Message to Fly to disappear & stop buzzing

Extension: Frog says "Yum Yum!"

Simplification:

Younger children can simply make the fly move left and right and leave out the 'winning' scenarios.

Extension activities:

Children can add all the 'winning' scenarios: Fly disappears, stops buzzing, frog plays "yum yum" sound clip.

Children can be challenged to make the game harder

How could we reset the characters at the end to play another turn?

Project Materials