

Hands off My Ice Cream!



Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	New project & add backdrop	5 mins
3.	Create characters	12 mins
4.	Code 'enemies'	12 mins
5.	Code 'prize'	6 mins
6.	Debug & Demo	5 mins

Step by Step

1. In a new project, make a bright single-colour background using the Fill (paintpot) tool.
2. Delete the cat, and draw a 'prize' character in the centre – something we really want to get for ourselves, like an ice cream, muffin, cookie, etc.
3. Now add 2-4 'enemy' characters that are trying to steal your prize. These can be from the library to save time, if needed.
4. We re-size each 'enemy' character and then code it to move slowly and steadily towards the 'prize'. See code sheet overleaf. We might need

Overview

In this game project, we use 'collision' and 'on tap' blocks to control the behaviour of a 'prize' character and 'enemy' characters who are trying to steal the prize...

There is lots of scope for children to make the game – and the project – harder or easier, refining their planning skills and understanding of variables available within the ScratchJr app

5. two lines of code is the enemy moves diagonally.
6. Now let's code the prize to spin and grow if someone gets to it. Then it needs to revert to its original position so we can play again!
7. We also want our 'enemies' to return to their original positions if they collide with anything, so we add the yellow 'on collision' block then the blue return to original position blocks. (see codesheet overleaf)
1. Now to give ourselves some powers against our enemies... We code the enemies to return to original position when we tap them, so we can keep tapping them to defend the prize.

Code Sheets

The Enemies



The Prize:



Simplification:

Just have 1-2 enemies moving towards the prize. Instead of making the prize spin in the 'winning' scenario, have the children record a celebratory sound instead.

Extension activities:

The lizards could move slower than the birds by using a longer wait block before their blue movement blocks.

Can the children work out how to make the game get harder automatically?

One way is to make more and more enemies appear over time, by having them hidden at the start, and using the wait block set to various lengths of time to make more and more of them appear during a turn of the game.

That would make it super hard to keep them all off the ice cream!

