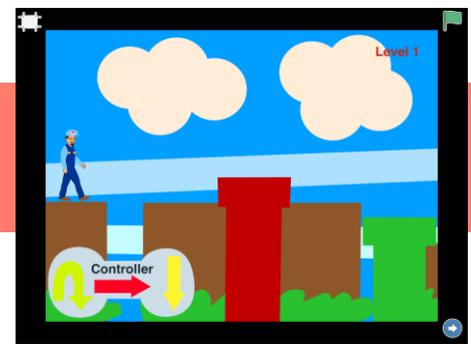


# Superhero Smash – Munchie’s Kingdom



## Activity Structure – 45min

#	Activity	Timing
1.	Introduce the project and talk about new blocks that are used	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – superhero, arrow controls, tunnels and monster	13 mins
4.	Code superhero movements using message blocks	10 mins
5.	Code the monster to move in superhero’s way and tunnel to take him to the next level	5 mins
7	Test, debug and share/play with peers	5 mins

## Step by Step

1. Start a new project and delete the cat.
2. Go to the background library and create a colourful background. Add an optional control pad for the controls.
3. Add a superhero character – amend one of the library characters or create your own.
4. Add in the character control keys – you will need a right arrow, jump arrow and down arrow.
5. Create a Munchie Monster character, and two tunnels (one to jump over and one to get to the next level)

## Overview

In this fun and interactive gaming project, we are going to create a mystical world in which a superhero goes on a quest to find his foe, the mysterious Grouchey. We’ll create a superhero and code him to get past some dangerous obstacles and collect rewards along the way.

**Code elements used:** Green flag, Tap block, Message blocks, directional blocks and bump block.

## Learning Objectives

To be able to code a superhero game using control keys and message blocks to control a character.

6. Use receive message blocks to make the superhero move in the right way for each arrow. Use a bump block to make the superhero return to the start if he bumps into something.
7. Code the arrow keys to start on tap and then send the corresponding message block.
8. Code Munchie Monster to fly out of the first tunnel and grow and shrink and use wait blocks to time him. Remember to put him behind the tunnel so you can’t see him when he isn’t flying.
9. Code the final tunnel to take the superhero to Level 2 by using a bump block and then the second scene red block.

## Project Plan

### Superhero



The code sheet for 'Superhero' shows a Scratch project with a superhero character on a platform. The code includes a 'Dash' block, a 'Right' block, a 'Jump' block, and a 'Down' block. The controller shows a sequence of blocks: Dash (1), Right (3), Jump (6), Down (3), and Dash (1).

### Right Arrow



The code sheet for 'Right Arrow' shows a Scratch project with a superhero character on a platform. The code includes a 'Right' block, a 'Jump' block, and a 'Down' block. The controller shows a sequence of blocks: Right (2) and a purple block (2).

### Jump Arrow



The code sheet for 'Jump Arrow' shows a Scratch project with a superhero character on a platform. The code includes a 'Jump' block and a 'Down' block. The controller shows a sequence of blocks: Jump (2) and a purple block (2).

### Down Arrow



The code sheet for 'Down Arrow' shows a Scratch project with a superhero character on a platform. The code includes a 'Down' block, a 'Jump' block, and a 'Right' block. The controller shows a sequence of blocks: Down (2), Jump (2), and a purple block (2).

### Munchie Monster



The code sheet for 'Munchie Monster' shows a Scratch project with a superhero character on a platform. The code includes a 'Down' block, a 'Munchie' block, and two 'Tunnel' blocks. The controller shows a sequence of blocks: Down (20), Munchie (5), Tunnel (26), and Tunnel (1).

### Green Tunnel



The code sheet for 'Green Tunnel' shows a Scratch project with a superhero character on a platform. The code includes a 'Down' block, a 'Munchie' block, and a 'Tunnel' block. The controller shows a sequence of blocks: Down (2), Munchie (2), and Tunnel (2).

## Simplification Activities

- Use the library characters of people and monsters instead of drawing your own

## Extension Activities

- Add sound effects to the project to create a more real gaming experience