

## Scratch: Creating a novel project

Nearing the end of the training, your students are ready to make teams of two and to start creating their own game. Of course, they will start off with a brainstorming exercise, to figure out what kind of game they want to make as a team.

### *Class discussion*

You can begin this activity with a discussion on video games. If you want, you can use the questions below, or add up your own to get the conversation started.

- What video games do you play? What is your favourite?
- What do you like about them?
- What makes your favourite game so good?
- What elements are needed in a game? (i.e. a protagonist, an enemy, a background, a story ...)

### *Brainstorm*

After the discussion, the pairs can start thinking about what kind of game they would like to create: an action game, a platform jumper, a Tamagotchi-style game and so on. There are infinite possibilities. Remember that they do have to keep it simple, as they only will have around 30 minutes to 'finish' their game during the activity. Let every pair of students use Worksheet 3 to write down what kind of game they want to create.

### *Creation*

The students will have a short time to create the game they have in mind. They will apply all the concepts and coding tricks they learnt in the previous activities, to make something of their own. Keep the Starter Cards close by, in case anyone gets stuck and needs to look up a certain type of code.

### Tips & Tricks:

- Looking for more help on how to get started with Scratch? Use these resources on their website:
  - Interactive tutorial: [https://scratch.mit.edu/projects/editor/?tip\\_bar=getStarted](https://scratch.mit.edu/projects/editor/?tip_bar=getStarted)
  - PDF guide: <https://resources.scratch.mit.edu/www/guides/en/Getting-Started-Guide-Scratch2.pdf>
- Scratch also has a page with information specifically designed for teachers: <https://scratch.mit.edu/educators/>
- While Scratch itself is an MIT project, other universities also help teachers find and create resources to work with code. You can find a large library of inspiration, guides and curriculum help at <https://scratched.gse.harvard.edu>
- Having a teacher account can help you track your students' progress. Find out how to create one at <https://scratch.mit.edu/educators/faq>

### Materials:

- A computer or laptop for every student
- At least 10 prints out sets of the Scratch starter cards: free to download from [http://www.capitaldigital.org/nl/scratch\\_starter\\_cards/](http://www.capitaldigital.org/nl/scratch_starter_cards/)
- At least 5 print out sets of the Scratch project cards: free to download from <https://resources.scratch.mit.edu/www/cards/en/ScratchCardsAll.pdf>
- Worksheet 3 for the brainstorming exercise
- Pens and pencils