



Summary

On Game Project Day, students will learn about the elements of games. They will also be shown how to create two different types of games on the ScratchJr application. They will then spend the remainder of the lesson designing and sharing games.

Objectives <i>Students will learn...</i>	Objectives <i>Students will be able to...</i>
<ul style="list-style-type: none">• What elements are parts of games• How to create different types of games in the application	<ul style="list-style-type: none">• Apply concepts from prior lessons when designing their own games



Schedule

Introduction (5 minutes): What is a game?

The teacher should explain to students that during this lesson, they will design their own games. With the class, the teacher should brainstorm elements of a game (e.g. rules, obstacles, a goal). S/he should write down their ideas on the board.

Example Games (10 minutes):

The teacher should demonstrate two types of games to students that can be made with ScratchJr. (*Note: there are more than two types of games that can be made with ScratchJr.*)

1. **“Make the Cat Come Back”** – The teacher should use the “tap to start” block to make several characters into buttons. S/he should then program *one* character to send a message to a hidden cat so that it reappears. Students should then tap the various characters until the cat reappears.
2. **“Get the Cat to the Birthday Cake”** – The teacher should use the “tap to start” block to make a character into a button. S/he should program the character to send a message to the cat so that the cat will move in the direction of a birthday cake. Have students continue tapping the character until the cat arrives at the cake.

Materials: iPad for teacher only.

Game Design and Creation (35 minutes):

Students should spend about 35 minutes designing and creating their own games. **Hand out the iPads individually** when design is adequate. Examples of games could include:

1. Creating a maze
2. Having a character collect objects (that disappear when bumped into) on the way to another character
3. Having characters become buttons that send messages to other characters to carry out a sequence

Sharing (10 minutes):

Students should be encouraged to share their games with the rest of the class. Collect iPads.