EDUCATOR GUIDE

Make a Chase Game

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will make a game that includes a variable to keep score.

Workshop Overview

Here's a suggested agenda for a one-hour workshop:

IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.

CREATE
40 minutes

Next, help participants as they make chase games, working at their own pace.

SHARE
10 minutes

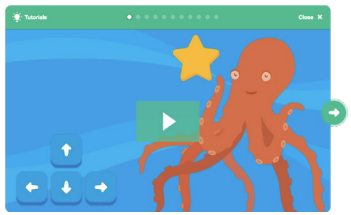
At the end of the session, gather together to share and reflect.

Get Ready for the Workshop

Use this checklist to prepare for the workshop.

☐ Preview the Tutorial

The *Make a Chase Game* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps,



☐ Print the Activity Cards

Print a few sets of *Chase Game* cards to have available for participants during the workshop. You can download the cards at: scratch.mit.edu/ideas

☐ Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at scratch.mit.edu, or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to: scratch.mit.edu/educators

☐ Set up computers or laptops

Arrange computers so that participants can work individually or in pairs.

☐ Set up a computer with projector or large monitor

You can use a projector to show examples and demonstrate how to get started.

Imagine

IMAGINE

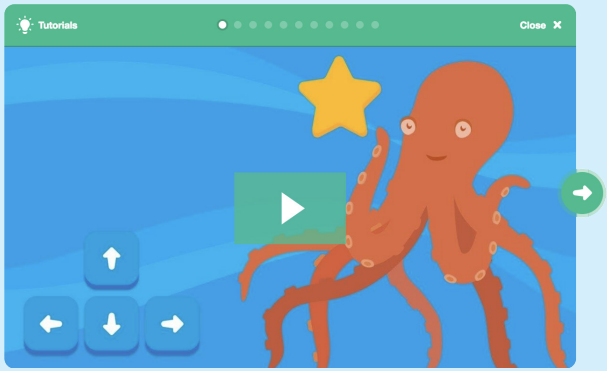
Begin by gathering the participants to introduce the theme and spark ideas for projects.

Warm-up Activity: Imaginary Chase

Gather the participants in a circle. Start by giving an example of one thing chasing another, such as “The dog is chasing the dinosaur.” The next person adds on, such as, “The dinosaur is chasing a donut.” The following person adds on by saying, “The donut is chasing a duck.” or whatever creature or object they choose. Continue until each person has added on to this imaginary game of chase.

Provide Ideas and Inspiration

To spark ideas, watch the Make a Chase Game video at the start of the tutorial.



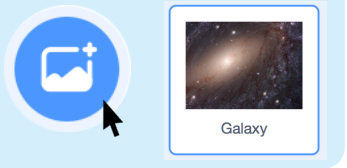
View the video at scratch.mit.edu/chase

Demonstrate the First Steps

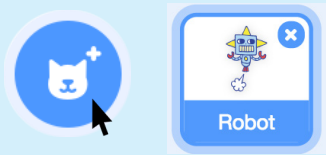
IMAGINE

Demonstrate the first few steps of the tutorial so participants can see how to get started.

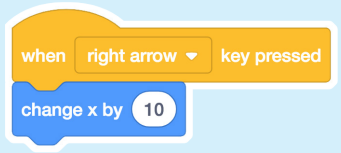
Choose a backdrop.



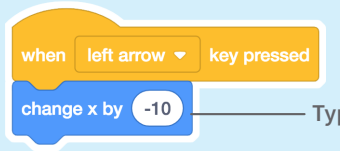
Choose a sprite, like Robot.



Make your sprite move right and left with arrow keys.



Choose **right arrow** from the menu.

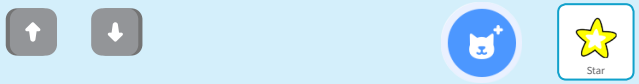


Choose **left arrow** from the menu.

Type a minus sign to move left.

Press the **left arrow** and **right arrow** keys on your keyboard to move.

Discuss next steps they can try, such as coding the sprite to move up and down and adding a sprite to chase.



Create

CREATE

Support participants as they create catch games. Suggest working in pairs.

Start with Prompts

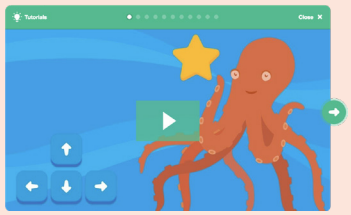
Ask participants questions to get started

Which backdrop would you like to choose for your game?

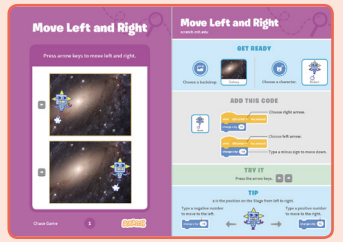
Who do you want as the main character in your game? What will it chase?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: scratch.mit.edu/chase



Others may want to explore using the printed cards: scratch.mit.edu/ideas

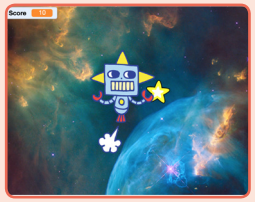
Suggest Ideas for Starting

- Choose a backdrop
- Choose or draw a main character
- Make it move with arrow keys.
- Select an object to chase.

CREATE

More Things to Try

- Code the star or other sprite to chase
- Add a variable to keep score
- Add sounds
- Add a level
- Show a message when reaching the new level



Encourage Tinkering

- Encourage participants to feel comfortable trying combinations of blocks and seeing what happens.
- Suggest participants look inside other chase games to see the code.
- If they find code they like, they can drag the scripts or sprites into the backpack to reuse in their own project.

Prepare to Share

To add instructions and credits to a project, click the button: ***"See project page"***.

Share

SHARE

Have participants share their projects with their neighbors.

Ask questions that encourage reflection:

What do you like best about your game?

If you had more time, what would you add or change?

What's Next?

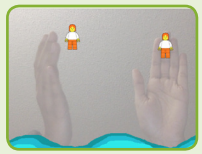
Chase Game projects provide an introduction to creating interactive games in Scratch. Here are a few ways that learners can build on the concepts they learned from this project.

Add Obstacles

For a more complex game, add obstacles to avoid. Subtract points when you hit the obstacles.

Make a Two-Player Game

For an extra challenge, make a version of the game that allows two players to play.



Video Sensing

If the computers have a web camera attached or built-in, learners can make a game that they interact by moving their bodies. See the Video Sensing tutorial and educator guide for support.

Created by the Scratch Team