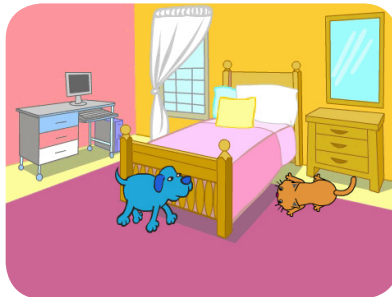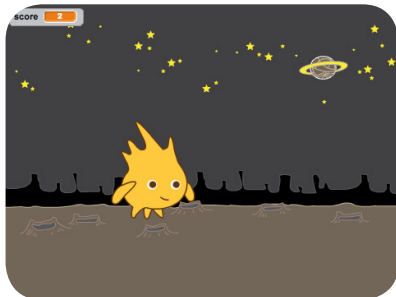# EDUCATOR GUIDE

Hide and Seek

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will make a hide-and-seek game with characters that appear and disappear.

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 hide-and-seek games, working at their own pace.

SHARE
10 minutes

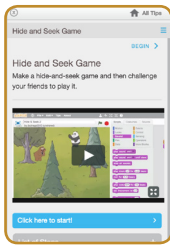At the end of the session, gather together to share and reflect.

Get Ready for the Workshop

Use this checklist to prepare for the workshop.

☐ **Preview the Tutorial**

The *Hide and Seek* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:
scratch.mit.edu/hide

☐ **Print the Activity Cards**

Print a few sets of *Hide and Seek* cards to have available for participants during the workshop.
scratch.mit.edu/hide/cards

☐ **Gather materials for the warm-up activity:**

For each pair, gather 3 paper cups and a small object to hide.

☐ **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**

Imagine

IMAGINE

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

Warm-up Activity: Guessing Game

Arrange for participants to play a guessing game. Give each pair of participants three paper cups and have them choose a small object to hide. In each pair, one person hides the object under one of the cups and moves them around. The first person guesses which cup has the object underneath. Then switch.

Provide Ideas and Inspiration

Show the introductory video for the *Hide and Seek* tutorial. The video shows a variety of projects for ideas and inspiration.

View at **scratch.mit.edu/hide** or **vimeo.com/llk/hide**

Demonstrate the First Steps

IMAGINE

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

Go to Scratch to create a new project. Choose a backdrop.

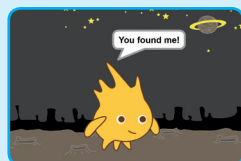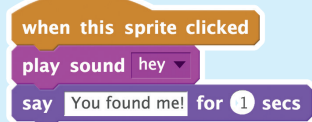New backdrop:

space

Choose a sprite to hide.

New sprite:

Gobo

Make your sprite hide and show.

```
show
wait 1 secs
hide
wait 1 secs
```

Make it keep going.

```
when 🏳 clicked
forever
  show
  wait 1 secs
  hide
  wait 1 secs
```

Make your sprite respond when clicked.

```
when this sprite clicked
play sound hey ▾
say You found me! for 1 secs
```

You found me!

Create

CREATE

Support participants as they create hide-and-seek games, on their own or in pairs.
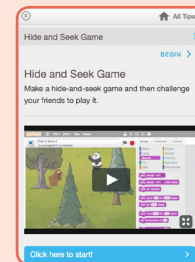
Start with Prompts
Ask participants questions to get started
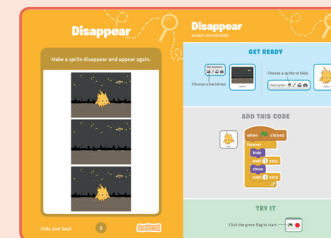
Which character do you want in your game?

What do you want to happen when that character is clicked?

Provide Resources
Offer options for getting started

Hide and Seek Game
Make a hide-and-seek game and then challenge your friends to play it.

Disappear

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

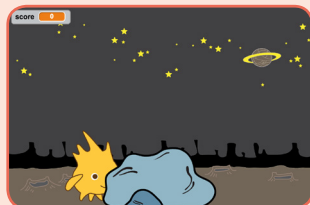Others may want to explore using the activity cards: scratch.mit.edu/hide/cards

Suggest Ideas for Starting

- Choose a bear or other sprite
- Make it hide and show
- Make it do something when clicked
- Play with the timing

CREATE

More Things to Try

- Move around
- Score points
- Make hiding places
- Add more characters

Many Paths, Many Styles

Different participants will approach projects in different ways. Celebrate this diversity, and allow them to go at their own pace and follow their own paths.

Prepare to Share

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

This video shows how to share a project on the Scratch website: vimeo.com/llk/share

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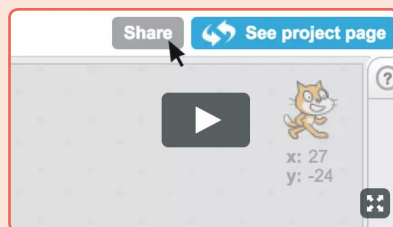
Share

SHARE

Have participants gather in small groups and take turns playing each other's games.

Ask them to think about these questions:

What did you like best about the games you tried?

Did you get some ideas for your own game? What would you like to try next?

What's Next?

Here are a couple variations on the hide-and-seek project you can suggest.

Neighborhood Hide-and-Seek

Make a game featuring a place you know. Import a photograph of your room, school, or neighborhood. Create a new sprite from a drawing or photo to find in that place.

Invent a Variation:

Another way to get started is to remix a project, such as from the **Hide-and-Seek Studio**: scratch.mit.edu/studios/1614974/. When participants see a project they like, they can click the **See Inside** button and then the **Remix** button. Then, make changes to customize the game. Remember to add credits on the Project Page.

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.