

SCRATCH PROGRAMMING OBJECTIVES

MORNING

HELLO WORLD

- ☐ Make a sprite move, rotate



Check when done!

BONUS

- ☐ Change costumes, add sound

CREATING A CHARACTER AND LEVEL

- ☐ Create a stage, with background, ground and slingshot

- ☐ Add a sprite

BONUS

- ☐ Add Costumes to sprite, scenery, objects

MOVING WITH THE KEYBOARD, LAUNCH, FLIGHT, PHYSICS

- ☐ Move and launch bird from slingshot

- ☐ Stop when bird hits ground, edges of screen. Or bounce around.

- ☐ Add variables

BONUS

- ☐ Animation, sound, gravity, bounce on ground before coming to stop.

SCORING, EXTENSIONS

- ☐ Add monsters

- ☐ Reset bird and monsters on start

- ☐ Add scoring

BONUS

- ☐ Different kinds of monsters and scores, multiple birds, animations (e.g, hop on slingshot, flight), sounds, power-ups

AFTERNOON

BLINKING LED

- ☐ LED, Resistor, wire, scratch code

BIRD LAUNCH

- ☐ Left and right arrow rotate, space launches

DYING MONSTERS

- ☐ Monsters move up and down. Then show dying costume when hit

BIRD VS MONSTER SOFTWARE

- ☐ Bird launches like in the previous project

EXPLODING COSTUME AND CODE

- ☐ Bird explodes and gets bigger, makes sound.

EXPLODING BIRD HARDWARE

- ☐ Bird explodes when button is pressed. Monsters dying light up LEDs

BIRD VS MONSTER HARDWARE

- ☐ Monster can move up and down