

These projects are for use outside the UK only. More information is available on our website at <http://www.codeclub.org.uk/>. This coursework is developed in the open on GitHub, <https://github.com/CodeClub/> come and join us!

NOTES FOR CLUB LEADERS

(Fruit Machine)

Introduction:

This is a simple game that has three sprites that change costume. You have to stop them when they're showing the same picture (like a fruit machine!).

Skills

This project covers

- Changing costumes
- Running a loop
- Stopping a loop on click

Resources

This project uses only standard Scratch images found within Scratch.

Scratch Cards required:

Broadcast

Basic exercises

- Step 1: Create a sprite that changes costumes
- Step 2: Making the picture change
- Step 3: Making it stop when we click on it
- Step 4: Creating the other sprites

Challenges

1. Make the game harder
2. Make the game get harder and easier over time
3. Detect when all the sprites have stopped on the same costume

These projects are for use outside the UK only. More information is available on our website at <http://www.codeclub.org.uk/>. This coursework is developed in the open on GitHub, <https://github.com/CodeClub/> come and join us!