1. Dices

Make the sprite ask for an input. Simulate the result of that number of dices rolled together and added up. Make the sprite say what the result is. For example, if the input is 3, you should simulate rolling 3 dices.

2. Maze Game

Draw a Maze on the backdrop (it doesn't matter how good/bad your maze is). Create a sprite which you can control with your arrow keys. Program the sprite so that you return to the starting point if the sprite touches the walls.

3. Domino

Create a simulation, where a few (at least 3) domino will fall. Have it so that the first domino fall when the green flag is placed, and have the other domino fall when it is touched. Try to make it realistic, and try not to use fixed timings, where you program each domino to fall in a specific time.