

1. Draw

Make the sprite ask for an input. Draw a regular polygon with the number of sides equal to the number inputted. For example, if 4 is inputted, draw a square.

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. Pong

Try to make the classic game Pong with scratch. Just google or youtube this, if you are not familiar. Make both paddle be controlled by different keys -- For example, the right paddle by the up and down arrow, and the left paddle by 'w' and 's' key.