TechieSprouts | Last Updated: June 1, 2025

Welcome to Your Safari Adventure!

This guide will help you create a fun game in Scratch where a lion chases zebras on a safari! You'll use drag-and-drop blocks to make the lion move, zebras run, and keep score. It's super easy and great for kids aged 6-8!

What You'll Need

- A computer or tablet with internet (or Scratch offline editor).
- Go to scratch.mit.edu or open the Scratch app.
- A grown-up's permission (ask your parent or teacher).

Step 1: Start Your Game

- Go to scratch.mit.edu and click 'Create'.
- Name your game 'Safari Game' at the top.
- Pick a safari backdrop:
 - Click the Stage (bottom left).
 - Click 'Choose a Backdrop' and pick 'Savanna' or 'Desert'.

Step 2: Add Animals

- Add a Lion:
 - Click 'Choose a Sprite' (bottom right).
 - Search for 'Lion' and add it.
 - Make the lion smaller (set Size to 50 in the Sprite pane).
- Add Zebras:
 - Add a 'Zebra' sprite from the library.
 - Duplicate it to make 2-3 zebras (right-click and select 'duplicate').
 - Make zebras smaller (set Size to 30).

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Step 3: Move the Lion

- Click the Lion sprite.
- Drag these blocks to the Code area:
 - Brown block: when green flag clicked.
 - Blue block: go to x: 0 y: 0 (to start in the center).
 - Yellow block: forever.
 - Yellow block: if <key [right arrow] pressed?> then.
 - Blue block: change x by 10 (inside the if block).
- Repeat for left (change x by -10), up (change y by 10), and down (change y by -10).
- Add a score:
 - Click 'Variables' (orange) and make a variable called 'Score'.
 - Add an orange block: set [Score] to 0 after when green flag clicked.

Step 4: Move the Zebras

- Click a Zebra sprite.
- Drag these blocks:
 - Brown block: when green flag clicked.
 - Blue block: go to random position.
 - Yellow block: forever.
 - Blue block: move 5 steps.
 - Blue block: if on edge, bounce.
 - Yellow block: if <touching [Lion]?> then:
 - Purple block: hide.
 - Orange block: change [Score] by 1.
 - Blue block: go to random position.
 - Purple block: show.

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- Copy the code to other zebras (drag to their Sprite pane).

Step 5: Add Fun Sounds (Optional)

- For the Lion:
 - Add a purple block: play sound [Roar] until done after when green flag clicked.
- For each Zebra:
- Add a purple block: play sound [Pop] until done inside the if <touching [Lion]?> block, before hide.

Step 6: Play Your Game!

- Click the green flag to start.
- Use arrow keys to move the lion and catch zebras.
- Watch the score go up when you catch a zebra!
- If something doesn't work:
 - Check that all blocks are connected.
 - Make sure the lion and zebras have the right code.
 - Ask a grown-up for help.

Step 7: Save and Share

- Save your game: Click 'File' > 'Save to your computer'.
- Share it: Sign in to Scratch, click 'Share', and send the link to friends!
- Show off your game at techiesprouts.netlify.app!

Tips for Extra Fun

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- Add more zebras for a bigger challenge.
- Change the lion's speed (e.g., change x by 15 instead of 10).
- Try a different backdrop, like a jungle or grassland.
- Add a timer to make the game end after 30 seconds (use a wait 30 seconds block and stop all).

Why This Game Is Awesome

- You learn coding by dragging blocks!
- It's fun to chase zebras in a safari world.
- You can show your game to friends and family!

Need Help?

- Watch our free lesson at techiesprouts.netlify.app/scratch-week1.html
- Email us at daniru3@gmail.com
- Check the Scratch community for more ideas: scratch.mit.edu

Parent/Teacher Note

This project teaches kids basic coding concepts like movement, loops, conditionals, and variables. It's safe, fun, and complies with the Kenya Data Protection Act. Encourage kids to experiment and be creative! For more resources, visit techiesprouts.netlify.app.

Happy Coding!