Memory — Notes for Club Leaders

Scratch   PDF

Introduction:

In this project, children will learn how to use list variables to store data, as well as how simple custom blocks (functions) can be used to simplify their programs.

Resources

For this project, Scratch 2 should be used. Scratch 2 can either be used online or offline.

You can find a completed version of this project online, or it can be downloaded by clicking the 'Download Project Materials' link for this project, which contains:

- Memory.sb2

Learning Objectives

- Lists;
- Simple functions.

Challenges

- "Adding sound" - improving the usability of the game;
- "Creating 4 buttons" - manipulating lists;
- "Making more blocks" - creating custom blocks;
- "Another costume" - improving the usability of the game;
- "Difficulty level" - modifying the data stored in a list.