



# Balloons — Notes for Club Leaders



## Introduction:

In this project, children will learn how to use variables to store data in 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:

- Balloons.sb2

## Learning Objectives

- Variables;
- Random numbers;
- Cloning sprites.

## Challenges

- “More randomness” - using random numbers;
- “More objects” - applying skills to create another game object.

## Frequently Asked Questions

- If children find it difficult to pop balloons without dragging them around, they can play the game in fullscreen mode, in which balloons aren't draggable.



screenshot

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