



Dodgeball — Notes for Club Leaders



Introduction:

In this project, children will learn how to make a platform game, making use of Scratch concepts and skills that have been learnt in previous projects.

Resources

For this project, Scratch 2 should be used. Scratch 2 can either be used online at jump.to/cc/scratch-on or can be downloaded from jump.to/cc/scratch-off and used 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:

- Dodgeball.sb2

There is also a version of this project with the external resources pre-loaded. This is available online at jump.to/cc/dodge-resources, or in the downloadable project materials, which contains:

- DodgeballResources.sb2

This link also includes a 'Project Resources' folder, which contains images that children will need to complete this project. Make sure that each child has access to a copy of these resources.

Project resources: + background.png

Learning Objectives

- This project consolidates learning of previous programming skills learnt.

Challenges

- "Improved jumping" - using an additional **if** block to fix a multiple-jump bug;
- "Random balls" - using the **random** block to vary the ball costume, size and delay between clones;
- "More obstacles" - adding additional sprites to the game;
- "Improved gravity" - using an additional **if** block to fix a bug in the **gravity**;
- "More lives" - addition of a **lives** variable.

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