



# Fruit Machine — Notes for Club Leaders



Scratch



PDF

## Introduction:

This is a simple game that has three sprites that change costume. You have to stop them when they're showing the same picture (like a fruit machine!).

## Skills

This project covers

- Changing costumes
- Running a loop
- Stopping a loop on click

## Resources

This project uses only standard Scratch images found within Scratch.

## Scratch Cards required:

- Broadcast

## Basic exercises

- Step 1: Create a sprite that changes costumes
- Step 2: Making the picture change
- Step 3: Making it stop when we click on it
- Step 4: Creating the other sprites

## Challenges

1. Make the game harder
2. Make the game get harder and easier over time
3. Detect when all the sprites have stopped on the same costume

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