



Brain Game — Notes for Club Leaders



Scratch



PDF

Introduction:

In this project, children will learn how to make a times table quiz game, in which the player has to answer as many questions correctly as they can in 30 seconds.

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:

- BrainGame.sb2

Learning Objectives

- This project consolidates learning of previous programming skills learnt, and shows how broadcasts can be used to create a simple game menu system.

Challenges

- "Changing costumes" - changing how the game character looks in response to correct and incorrect answers;
- "Adding a score" - adding a point for every correct question answered;
- "Start screen" - changing the stage backdrop in response to the **start** and **end** broadcast messages, creating 2 game 'screens';
- "Improved animation" - using loops and effects to improve the correct/wrong graphics animation;
- "Sound and music" - consolidating learning of music loops and sound effects;
- "Race to 10 points" - changing the game logic to create a new game objective;
- "Instruction screen" - consolidating the use of broadcasts to create a game menu, by adding a new 'instructions' button and screen.

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