

# Week 1

We will start off by doing some research into a programming puzzle game called SpaceChem. This game is installed on the school laptops, as we have kindly been given a free licence from the author for educational use. If you like it, it costs €8.49 to buy your own copy.

More information:

- [Page describing SpaceChem](#)
- [Use of SpaceChem in an educational setting](#)
- [Page to buy a copy of SpaceChem](#)

Play through as many levels as you have time for, trying at the same time to:

- Notice ways it's similar to Scratch.
- Think about how you would make a similar style game in Scratch.

Although we only got through the first handful of levels in class, SpaceChem quickly becomes quite challenging, and solving the levels will develop skills which are very useful when programming.

## After-class discussion

In our end-of-class discussion, the main similarity which was pointed out was that in both SpaceChem and Scratch, we have a set of commands we can use, and we have to use them to get something to happen. In SpaceChem the instructions are laid out so the robot obeys them as it drives over them. In Scratch we put the instructions together separately. But the idea is the same.

In week 2 we'll make a start in Scratch on the foundations for a similar game, and get some ideas from you about how you want the game to work.