WEEK 5:
FINAL PROJECT

EXAMPLE PROJECT - TRIVIA

https://scratch.mit.edu/projects/1206032587

OTHER EXAMPLES

- Pong - https://scratch.mit.edu/projects/10128515

- Catching game - https://scratch.mit.edu/projects/132138722

- Jumping game - https://youtu.be/1jHvXakt1qw?si=gRjqvMzbXVZMQWNt

BREAK

WELCOME TO FINAL PROJECT DAY!

- Today, you'll plan and code your own Scratch project!
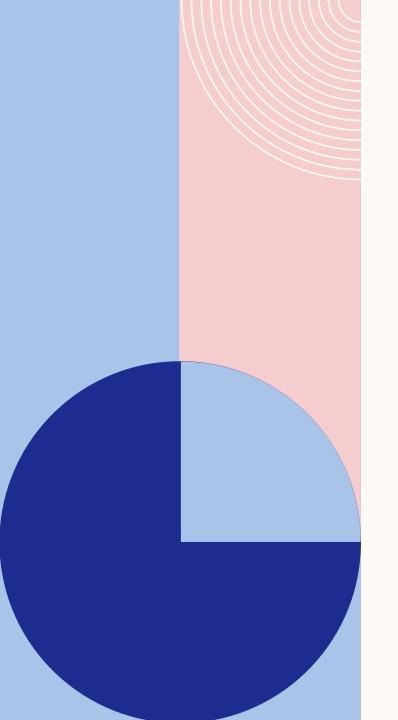- At the end of the day, you'll present the creation to everyone else

WHAT CAN YOU MAKE?

- A game (maze, catching, quiz, dancing, race)

- Quiz or trivia

- Story (with backdrops and characters)

- Music videos

IDEAS!

- Catching a ball
- Ping pong
- Racing
- Create a bedtime story
- "Cat goes to space"
- Dance party
- Math quiz
- Trivia about nature and animals

PLANNING TIME

Fill the worksheet at your table out and let us know if you need help!

PERFECT PSEUDOCODE

Use what you know about pseudocode to write it out

What blocks will you need? How can you break the task up?

READY TO BUILD!

- Open scratch
- Use your brainstorm and pseudocode
- Don't forget!
  - Add a title
  - Add instructions for the users
  - Ask one of us if you need help!

PRESENTATION PRACTICE TIPS

- Now that you're done, we're going to present our projects!

- Practice a small presentation where you say your name, tell us the kind of project, explain how to play, how it works, and your favorite thing about the project

GO AROUND!

Go around and play each others' games!
You'll get 5-7 minutes at each station
Write one thing you found cool about their project!