

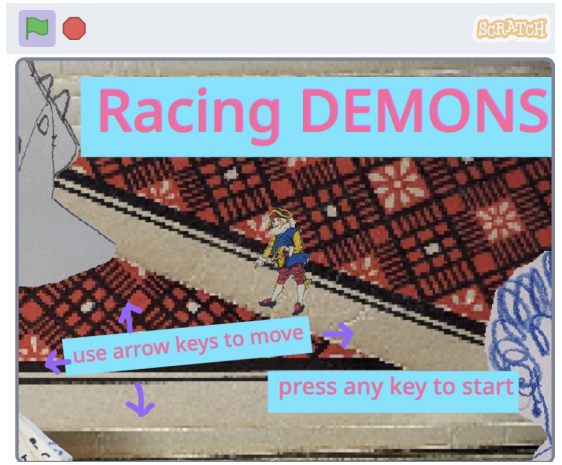
Helpsheet for mentors

Flatgames are very simple games where players explore artwork, drawings, and cut-out collages.

Play a flatgame: rpf.io/flatgame-example

Explore the Scratch starter: rpf.io/flatgame

See creator instructions: rpf.io/ccflatgame



1. Making artwork

Spend 10–20 mins on the hands-on making at the start of the session.

Use any art or craft supplies you have at hand.

2. Helping creators choose a theme

Before getting started, help creators find an idea based on their experience of Code Club.

This is a chance for everyone to make something fun or imaginative and share what Code Club means to them.

3. Taking photos






Creators might need help taking clear, focused photos of their work. Make sure there are no identifiable features in the photos, such as faces.

Encourage creators to take close-ups of objects or textures to add to the background or to use as sprites.

If you don't have a camera you can download and use [this artwork](#).

4. Uploading photos to devices

You will need to support creators with this. Choose the best method for your setup:

-  Use a USB cable
-  Send photos via Bluetooth
-  Email photos to yourself or a club mentor
-  Use cloud storage (such as Google Drive or Microsoft OneDrive)
-  Upload all the images for all creators to the starter project

