

# Creating Games in Scratch

## Scratch Homework – Lesson 1

Today in class we went over the **interface** of the Scratch program. We looked at the **Stage** (for backgrounds), **Sprites** (for characters and things that move in a game), the 3 sprite tabs: **Scripts** (code), **Costumes** (for sprite animation), and **Sounds**, and the 3 stage tabs: Scripts, Backgrounds, and Sounds. Each sprite in a project will have its own scripts, costumes and sounds. The Stage can have its own scripts, backgrounds, and sounds. We went over how to edit sprites and backgrounds using Scratch's **Paint editor**.

### **Scripts are made using the Code Blocks.**

Scratch has six (6) types of Code Blocks. All Scratch projects use the Control (yellow) blocks with at least one other block type. For our first game we will use the Control, Looks, Sensing and Sound blocks. More advanced students can add Motion if they like.



### **Computer Programming Concepts:**

Variable – **a value that can be saved and changed** in a program. Our first Baby Guessing Game includes the blue “Answer” variable, which holds a “string” or a collection of letters like a word or phrase. We will learn about other types of variables later.

Looping – The Control blocks include a few ways to loop or **repeat** blocks of code. We looked at the “Repeat” and “Forever” loops blocks.

Broadcasting – The Control blocks include the “Broadcast” and “When I Receive” blocks, which let sprites communicate with each other and with the stage.

**For Next Week:** Think of a yes or no quiz game with at least 3 questions. You can choose a sprite from the Scratch Costumes folder or draw your own. Think of what will happen to your sprite(s) and background(s) when the player gives different answers.

If you have email and want to ask me anything, you can email me at [alfiawallace@yahoo.com](mailto:alfiawallace@yahoo.com) See you next week! Keep on Scratching! ☺ ~ Mrs. Wallace

*For the class “Creting Games with Scratch” – Instructor: Alfia Wallace*  
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