

Shark Tank

40 minutes

Exploring Coding

WHAT THIS LESSON DOES

In this lesson, students will learn how to create a game in Scratch where a shark tries to catch fish. They will learn how to control the shark using the keyboard, make fish disappear when caught, and use the 'touching' block to detect sprite collisions.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will understand how to create a new project in Scratch and add sprites and backdrops to their project.
- Students will learn how to control the movement of sprites using the arrow keys on their keyboard.
- Students will be able to use the touching block to detect when one sprite collides with another.
- Students will learn how to make a sprite disappear when it is caught by another sprite.
- Students will gain experience in troubleshooting and debugging their code.
- Students will develop an understanding of the iterative process of coding and the importance of practice in improving their skills.

Shark Tank

HOW THE LESSON RUNS	
Introduction	
Create a new project	
Add an underwater backdrop	
Add a Fish Sprite	
Make the Fish Swim	
Add the Shark Sprite	
Moving the Shark	
Catching the Fish	
Congratulations!	