

LESSON 15

Balloon Pop Game

40 minutes

Exploring Coding

WHAT THIS LESSON DOES

This lesson guides students through creating an interactive 'Balloon Pop' game using Scratch. Students will learn how to create and manipulate clones of a sprite, make them appear at random positions, move around the screen, and disappear upon clicking, all while incorporating sound effects.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand the concept of creating and controlling clones in Scratch programming.
- Learn how to make sprites appear at random positions on the screen.
- Develop skills to make sprites move and bounce around the screen.
- Understand how to add interactivity to a game by making sprites respond to mouse clicks.
- Learn how to add sound effects to enhance the gaming experience.
- Develop creativity and problem-solving skills by designing and coding a simple game.

Balloon Pop Game

HOW THE LESSON RUNS
Introduction
Creating a Scratch project
Adding the balloon
Creating more balloons
Make the clones appear
Make the clones move
Pop the balloons
Wrap Up