

Dino food game

40 minutes

Exploring Coding

WHAT THIS LESSON DOES

In this lesson, students will learn to create a simple game using Scratch. They will add and manipulate characters, control movement using keyboard keys, and make characters interact. They will also learn to add a backdrop to their game.

WHAT STUDENTS SHOULD BE ABLE TO DO

- By the end of this lesson, students will be able to create and manipulate characters in Scratch.
- Students will understand how to control character movement using keyboard inputs in Scratch.
- Students will learn how to use conditional statements to create interactions between characters in Scratch.
- Students will be able to use random functions to create unpredictability in game play.
- Students will learn how to add and manipulate backdrops in Scratch to enhance the visual appeal of their game.
- Students will develop an understanding of the iterative process of game design, including testing and refining their game.

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HOW THE LESSON RUNS
Welcome to Dino Food Game
Create a new Scratch project
Add a character
Shrink the dinosaur
Make the dinosaur move up and down
Make the dinosaur move left and right
Add the Beetle sprite
Make the beetle move on it's own
Catch and eat the beetle
Add a backdrop
Wrap up