

LESSON 12

Crabby Cursor Chaser

40 minutes

Exploring Coding

WHAT THIS LESSON DOES

This lesson guides students through creating a game called 'Crabby Cursor Chaser' using Scratch. They'll learn how to add and animate a sprite, make it follow the mouse cursor, and add a backdrop to set the scene for their game.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will learn how to create a new project in Scratch and add a new sprite to it.
- Students will develop the ability to animate a sprite and make it follow the mouse cursor.
- Students will understand how to use the 'forever' block to continuously execute a set of instructions.
- Students will gain knowledge on how to use the 'point towards' and 'move' blocks to control the movement of a sprite.
- Students will learn how to switch between different costumes of a sprite to create an animation effect.
- Students will learn how to add a backdrop to their Scratch project to enhance the visual appeal of their game.

Crabby Cursor Chaser

HOW THE LESSON RUNS
Introduction
Create a new project
Add the crab sprite
Point the crab towards the mouse
Make the Crab Walk
Look at the crab's costumes
Animate the crab
Add a backdrop
Wrap Up