

LESSON 10

Shark Swim

60 minutes

Digital Creation Lab

WHAT THIS LESSON DOES

Get ready to create an exciting game in Scratch! In this lesson, you'll build a thrilling underwater adventure where you play as a diver navigating a course, avoiding edges and a chasing shark to reach the finish line.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in creating and managing a Scratch project.
- Understand and apply the concept of sprite control and animation using costumes.
- Gain proficiency in using coding blocks for game mechanics such as collision detection and game loop creation.
- Learn to use the mouse pointer for sprite movement and control.
- Develop an understanding of game development concepts and apply them in a practical project.

Shark Swim

HOW THE LESSON RUNS

Introduction

Create a new Scratch project

Create the backdrop

Add the Diver1 sprite

Make the diver swim

Add the Shark 2 sprite

Make the shark appear

Create a 'Crash' costume

Detect a crash or shark bite

Program the finish line

Wrap up