

LESSON 13

Attack of the Dots

60 minutes

Digital Creation Lab

WHAT THIS LESSON DOES

Get ready to create an exciting game in Scratch! You'll control a spinning disc to match colours with attacking dots. Learn to program the disc's movement, clone dots, and detect colours as you build this interactive project.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in using Scratch to create an interactive game.
- Understand how to control a coloured disc using keyboard inputs.
- Learn to clone game elements and set their behaviour.
- Master the technique of colour detection for game mechanics.
- Apply problem-solving skills to prevent game elements from spawning too close to the player.

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HOW THE LESSON RUNS

Introduction

Remix the starter project

Make the disc spin

Clone the ball

Not too close!

Make them move

Detect the colour

Create purple and orange balls

Change the code for the purple and orange balls

Wrap up