

LESSON 8

Build Battles

60 minutes

Coding and Interactive Creators

WHAT THIS LESSON DOES

Engage in a series of exciting build battles using Scratch. You'll create coding projects within set time limits, each with a different theme. Share your projects, compare with others and see who emerges as the winner. Ready, set, code!

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop proficiency in using Scratch for quick project creation.
- Apply creative thinking to design and execute projects under time constraints.
- Adapt to different themes and incorporate them into coding projects.
- Improve presentation skills through project sharing and discussion.
- Enhance competitive spirit and teamwork through build battles.

BEFORE THE LESSON

- Have Scratch open and tested on every device pupils will use, and check the site is not blocked on the school filter.
- Confirm each pupil can log in and submit a project before the clock starts.
- Have a visible timer ready on the board for the 10, 5 and 1 minute rounds.
- Decide in advance whether you are keeping the space and sports themes or swapping in one of the theme ideas in the notes.

Build Battles

HOW THE LESSON RUNS

Introduction

10 minute build battle

5 minute build battle

1 minute build battle

TEACHING MOVES

- 1. Introduction. Set the rules out loud: a strict time limit to build, then two minutes each to share, then a winner. Stress that finished-and-simple beats ambitious-and-broken.
- 2. 10 minute build battle. Give the space theme, then say go and start the timer visibly. Call the halfway point aloud. When time is up, stop all hands and move straight to sharing.
- 3. 5 minute build battle. Switch to the sports theme and half the time. Remind pupils they cannot reuse the last project, so pick one small idea and commit to it fast.
- 4. 1 minute build battle. Any theme, one minute. Tell pupils to add a single working thing: one sprite that moves or one sound. Count the last ten seconds down aloud.

WHAT TO WATCH FOR

- Pupils try to build one big, detailed project and run out of time with nothing that works. Before each round, model choosing one tiny goal, one moving sprite, and building only that. Praise the pupils who finished something small.
- Pupils think building it counts even if they never submit it. Make submitting the last action of every round. Remind them to hit submit before they share, and check the submissions came through.

DIFFERENTIATION

- Emerging: Pair them with a partner for the first round so they see how quickly a simple sprite-and-move project can be made. Give them a starter idea for each theme so no time is lost deciding.
- Developing: Nudge them to reuse a block pattern they already know rather than trying something new under the clock.
- Proficient: Challenge them to add a second interaction or a score in the ten-minute round. Ask them to explain their build choices back to you during the share.