

LESSON 22

Microbit Paddle Ball

60 minutes

Microbit Innovators

WHAT THIS LESSON DOES

Get started with creating a fun paddle ball game using Scratch and a Microbit. Follow step-by-step instructions to build your game, from setting up sprites and coding ball movement to controlling the paddle with Microbit tilts.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in creating and managing a new Scratch project.
- Understand and apply the concept of adding and positioning sprites in Scratch.
- Gain proficiency in coding for sprite movement, interaction, and control using Scratch blocks.
- Learn to integrate and use a Microbit with Scratch for real-time control of sprites.
- Enhance critical thinking and problem-solving skills by identifying potential improvements to the game.

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HOW THE LESSON RUNS

Create a new Scratch project

Add the paddle sprite

Add the football sprite

Position the ball

Make the ball bounce around

Connect your Microbit

Control the paddle

Make the ball bounce off the paddle

Add a backdrop

Add the game over line

Program game over

Improve the game?