

Hide and Seek: Making Characters Appear and Disappear

40 minutes

Creative Coding Challenges

WHAT THIS LESSON DOES

Get ready to build an interactive hide-and-seek game! You'll learn to code characters to vanish when clicked and reappear elsewhere on the screen. By the end, you'll have an exciting game full of surprises!

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the concept of interactive character movement in a digital game.
- Develop skills in coding character actions such as hiding and reappearing at random positions.
- Enhance creativity by designing a unique hide-and-seek game environment.
- Learn to incorporate sound effects to enhance user engagement in a game.
- Extend the complexity of the game by adding multiple characters.

BEFORE THE LESSON

- Confirm pupils can open Scratch and create a new project on the devices you use.
- Devices ready, one per pupil or pair, with sound available if you plan the optional sound step.

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HOW THE LESSON RUNS

Introduction
Create a new project
Add Two Characters
Set the Background
Make the First Character Hide
Make the character reappear
Code the Second Character
Test the Game
Add Sound Effects (Optional)
Add More Characters (Optional)

TEACHING MOVES

- 1. Introduction. Frame the goal clearly: click a character, it vanishes, then reappears somewhere new. That is the whole game loop they will build.
- 2. Create a new project. Get every project open and blank before anyone adds sprites. Pause until the class is on the same starting screen.
- 3. Add Two Characters. Have pupils add two sprites they will enjoy seeking. Check both names appear in the sprite pane before coding begins.
- 4. Set the Background. Choose a busy outdoor scene (garden, forest, park) so random reappear spots feel like real hiding places.
- 5. Make the First Character Hide. Select the first sprite, then stack when this sprite clicked with hide. Stress that the script must sit on that sprite, not the stage.
- 6. Make the character reappear. Under hide, add wait 2 seconds, go to random position, then show. Read the stack aloud in order so the sequence is obvious.
- 7. Code the Second Character. Switch sprite, rebuild the same pattern, but set a longer wait (about 5 seconds) so the two timings feel different.
- 8. Test the Game. Before play, add when green flag clicked then show on each sprite so a hidden character resets. Then green-flag and click-test both.
- 9. Add Sound Effects (Optional). On the Sounds tab pick or record a short effect. Place play sound until done just above hide so it fires as they vanish.
- 10. Add More Characters (Optional). For a fuller game, duplicate the same click-hide-wait-move-show pattern on each new sprite, varying the wait times.

WHAT TO WATCH FOR

- Scripts are built on the wrong sprite or on the stage, so clicks do nothing on the character they meant. Before each stack, point to the highlighted sprite thumbnail. Ask: which character owns this script?
- Pupils hide a sprite but omit show, or put show before the wait, so it never seems to reappear cleanly. Trace the stack top to bottom: hide, wait, go to random position, show. Have them click once and count the wait aloud.
- They expect the character to move while visible, or confuse go to random position with gliding on screen. Explain the hide happens first: movement is invisible, then show reveals the new spot. That is the hide-and-seek trick.

DIFFERENTIATION

- Emerging: Sit with them to build the first sprite's full click stack together, then let them click-test only that character. Pair them so one finds blocks while the other names the order: hide, wait, move, show.
- Developing: After the first sprite works, have them rebuild the second sprite's script alone with the longer wait. Ask them to explain why the green-flag show script matters before they start a new test run.
- Proficient: Add the optional disappear sound on each sprite, choosing different effects. Add further characters with varied wait times and playtest whether the game still feels fair to click.