

LET'S PLAY!

Games provide numerous opportunities to explore a variety of computational concepts and skills. Here are some blocks that are frequently useful in games.

TOUCHING

See if two sprites are touching or if a sprite is touching a color



VISIBILITY

Make a sprite appear or disappear



RANDOM

Get a computer-generated number from within a specified range



TIMING

Have the computer keep track of time for you



STRINGS

Test, access, and change words and sentences



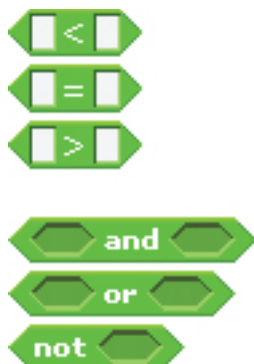
VARIABLES

Store a number or string in a container to access later



COMPARE

Compare values to help make decisions within your game

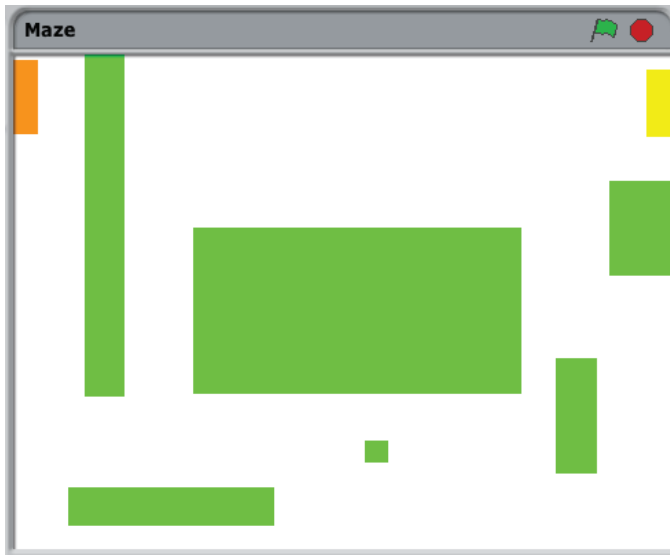


KEY PRESS

Make a sprite respond when different keys are pressed



MAZE



GOAL

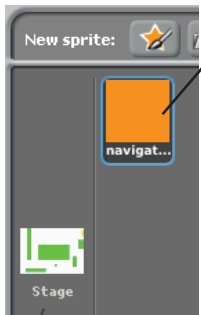
Get from the start of the maze to the end

RULES

Don't touch the green walls

OUTCOME

Win when the yellow marker is reached



7 scripts

move the sprite around



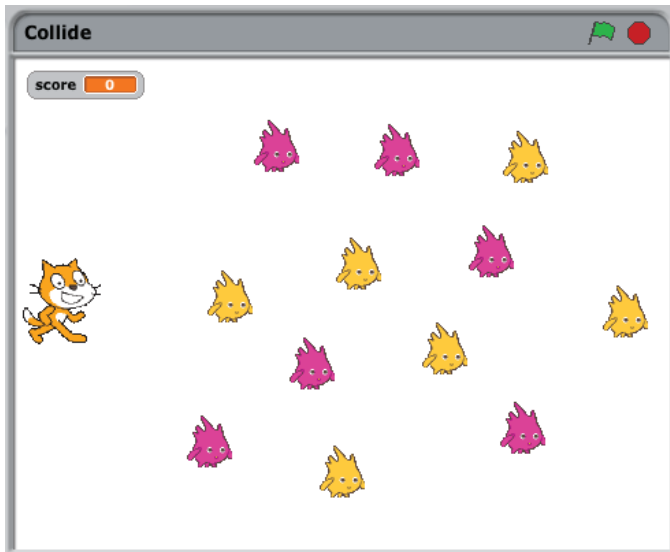
have the sprite bounce off the green walls



players wins when sprite reaches the yellow end marker

no scripts,
draw a maze-like
background with
colored walls and
a differently colored
end marker

COLLIDE



GOAL

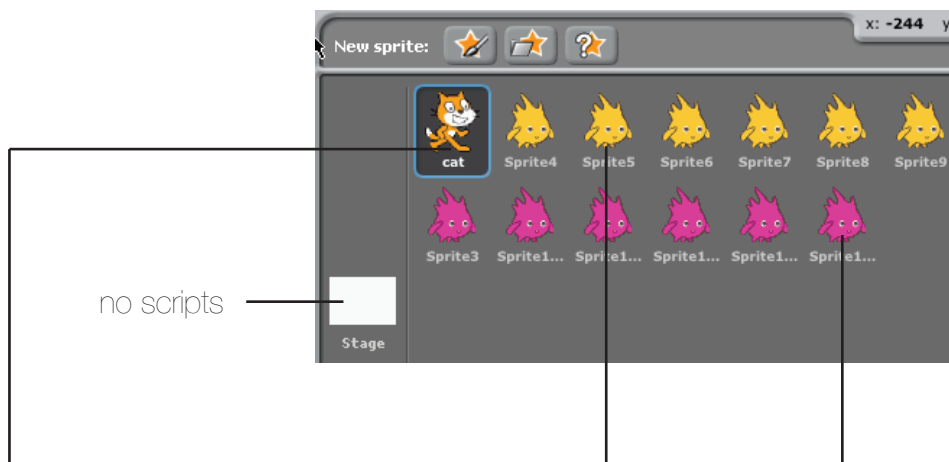
Help the cat navigate a gobo minefield

RULES

Collect yellow gobos to earn points, avoid pink gobos to avoid losing points

OUTCOME

Maximize your score

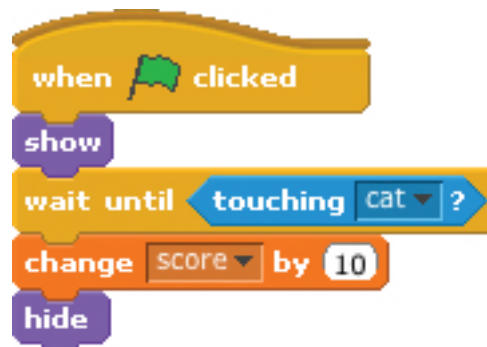


reset the cat's position and the score



have the cat follow the mouse cursor

when the cat collides with a yellow gobo, the gobo disappears and the score increases by 10



when the cat collides with a pink gobo, the gobo disappears and the score decreases by 10

