

Bonfire night might be behind us, but that doesn't mean we can't test out our Scratch skills to see if we can make a game or animation about bonfire, fireworks, or both!

Scratch comes with lots of images, but we've found some fireworks, bonfire, and night sky images for you. If you're using a Dojo laptop these are on the **desktop**. If you've brought your own laptop let one of the volunteers know and we'll give you a copy of the images.



Some pictures in Scratch don't work on some of our laptops. Jpegs (real photos of real things) won't load properly, it's not you, it's the computer!

**Your challenge** - Create a Scratch project that features a bonfire and a fireworks display. When the project is run, the bonfire should flicker, and the fireworks should burst into the night sky.



**Options** - It's your project, make it how you'd like, but here are some ideas to help you:

- Choose a background that represents a night sky. You can use the default backgrounds or import one.
- Create a bonfire using Scratch's drawing and animation tools. Add code to make the bonfire flicker or change colours to simulate flames. Use the "forever" block along with the "change colour effect" and "wait" blocks.
- Create a fireworks display that launches fireworks into the sky when the green flag is clicked. You can use Scratch's "broadcast" and "when I receive" blocks to trigger the fireworks display. The fireworks could include different colours, shapes, and sizes to make the display cool!
- Provide interactive controls for the project. For example, allow users to click on the bonfire to change its size or colour and provide a button to start the fireworks display.

**If you need help or get stuck, that's ok! Try asking another Ninja (young person) first!**