Selby CoderDojo

The challenge for this Dojo session is to come up with a game that you or your friends can play using Scratch!

Step 1 - Form your team! Try to join up with someone new or someone you don't know, but if you would rather work on your own that's ok too!

Step 2 - Pick a theme for your game! The theme can be anything you like, you might pick food, sports, transport, music, TV, movies or anything in between!

Step 3 - Plan your game! How will it work, what sort of game will it be, what sprites and backgrounds will you use, will you keep score, 1 player or 2 player, different levels - it's all up to you!

Step 4 - Get coding!! Jump in and start tinkering with scratch, test different ideas and bits of code, play your game, change bits you don't like, make it as fun as you can!

In previous Dojo sessions we've covered these bits of code that you can try and include in your game!

- Different sprites

- Different backgrounds

- If statements

- Loops

- Showing and hiding your sprite

- Move or glide

- Turn your sprite

- Set sprite colour effect

- Changing your sprites size

- Picking random numbers

- Saying phrases

There is no right or wrong solution, make a game that your team will enjoy, and that you think other people might enjoy!