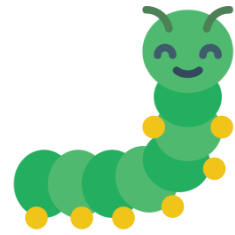# Selby CoderDojo

World Book Day Scratch

It was World Book Day last week! Lots of young people went to school dressed as a character from one of their favourite books. Today, your challenge is to make a game or animation in Scratch based on your favourite book or story, or, to make your own story up!

- Make sure you're on the Olympia Wi-Fi, the password is **OlympiaSc0utHut!**

- Open a browser, it's called Chromium on a Dojo laptop and looks like

- Go to **scratch.mit.edu** and click 'Start Creating'

Suggestions - It's your project, make it how you'd like, but here are some suggestions to get you started:

- Use the internet to find useful images for your sprites or backgrounds

- Use the looks blocks to change the costume of any characters (sprites) you create

- In events, use broadcast and receive messages to get characters to do different things

- In control, see if you can use the clone blocks to replicate characters if you need them

- Use if <> then else statements and sensing blocks to try and make different things happen

- Use variables to keep track of scores if you are making a game

- Can you add different levels to the game using the looks blocks?

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