



Donabate Dojo : Scratch++ class

The Scratch++ class gives you two things. This card is the 'What-to' card and gives you the basic Idea or plot of what we will be designing and coding today. The other set of cards are the 'How-to' cards and give you some basic tools to make things happen.

You can work together in teams or on your own.

It is your game or app so you pick how it works and what it does. If you get stuck – 'Ask three then ask me' (that means ask the other ninjas round you first – they often have better ideas than me).

Today's plot : Sound

Games often have amazing graphics (that's the pictures), but sound can be just as important in setting the scene or can even be the main part of the game play.

Easy plot idea

We have done games before where characters in it have sound effects. Maybe they make a pop or a bang maybe they say ouch. This sounds too easy – lets make a game today where the sound effects form a major part of the game play.

Maybe the sounds are notes and they have to be in the right order. Maybe you need to get different sounds to say a 'W-O-R-D'. You can use the built in sounds or record your own.

Advanced plot idea

How about making a band ? Or a music maker ?

You could have the different parts of your tune on the screen and as you go to each one it starts playing or singing. Does it keep Singing or stop as you select another one. Could you make a melody by turning on different instruments or voices ?

What do you think ? It is your game – you design it.

Let make some noise !