



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 : Food

I'm hungry. Lets make a game involving food.
You'd better make it fast..... Hmmmm Fast food !

Easy plot idea

Food can be tasty and nice. I always think the best food is the stuff you make yourself. Home made food is just great. What if you had to collect or pickup the ingredients (or toppings) to make the food we will be eating ?
Sounds fun ? To me it sounds 'yum'

Advanced plot idea

Lets build on the idea above. Maybe it is just too easy to collect the items and drop them onto the dish or into a pot.
What if you have to earn the ingredients ?
What if there are other people (or animals or things) in the kitchen
And they want to stop you making your lunch ?
What about a time limit ? What if you are making the food for other people and they will not wait too long.