



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 : Ring !

Today our game has a distinct sound to it. Rinnnnnnnnnnnnnnnnng ! I think this might be your phone ringing.

Easy plot idea

Not just one phone – that is too easy. How about lots of phones, all ringing and beeping and telling you to get to them fast.

When the phone rings, you could start a countdown. The quicker you get to it, the more points you get.

What if you miss it and it stops ringing ? You lose points ?

You lose a life ?

Advanced plot idea

Lets build on the idea above. Maybe it is just too easy to run round answering phones. How can you make it harder, or add more to the game play ?

What if the phones are delivering a message, one word at a time ?

What if the phones are not your phones ?

What if they need upgrading ?

Rinnnnnnnnnnnnnnnnnnnnnnnnnnnnnnng !!!