

Project 3 Game Scratch Jr

[PDF] Project 3 Game Scratch Jr

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Project 3 Game Scratch Jr

Project 3: Game - ScratchJr

Animated Genres Curriculum Module 3 Project 3: Game Project 3: Game Summary On Game Project Day, students will learn about the elements of games They will also be shown how to create two different types of games on the ScratchJr application They will then spend the remainder of the lesson designing and sharing games Objectives Students will

Collaborative ScratchJr Project Guide

programs and more iPads, ScratchJr can be used to make a multi-tablet collaborative project, an interactive game, or both! Multi-Tablet Stories Children can program and create imaginative stories using ScratchJr by snapping together graphical programming blocks to make their characters come alive However, their creativity is limited to the four pages on a single screen With a multi-tablet

ScratchJr: Computer programming in early childhood ...

Our proposed project will build on the PI's research on technologies in early childhood education, and on the work of the co-PI, Mitchel Resnick at the MIT Media Lab, developing Scratch,, a free graphical-programming language developed with funding from the National Science Foundation (NSF grant ITR-0325828) With Scratch, students

ScratchJr Curricula and Activities - Tufts University

1 final project at the end of each of the 3 modules (Collage, Story, Game) Language Arts Communication and Media Computational Thinking/ Computer Science Engineering Common Core English Language Arts (ELA)/Literacy Framework National Core Arts Standards Positive Technological Development (PTD) Multi-Tablet Project Guide

Activity 3 Creating a Scorekeeper In ScratchJr

Activity 3 Creating a Scorekeeper in ScratchJr This document gives step-by-step directions for building a project in ScratchJr that can be used to keep track of points for two teams There are two goals on opposite sides of the screen and a soccer ball in the middle of the screen A left arrow, for

team 1, makes the ball move one step to the

ScratchJr - Virginia Association of Independent Schools

Scratch and ScratchJr Scratch 20 Graphical programming “language” Ages 8 and up Free Browser based* Compatible with Picoboards, MakeyMakeys and Wedos *Also a downloadable version for PCs and Macs ScratchJr Graphical programming “language” Ages 5 ...

Animated Genres Classroom Curriculum for Grades K-2

The teacher should begin a new project in ScratchJr S/he should place the Scratch cat and the treasure chest characters on the same line on the screen (on a horizontal or vertical line) S/he should then ask students which blocks need to be placed next to each other in order for the cat to successfully move toward the treasure chest

Scratch Project Rubric - UAB

Scratch Project Rubric 3 2 1 0 Originality Completely original idea Some ideas taken from another project Most ideas taken from another project All ideas taken from another project Creativity Very creative Somewhat creative Very little creativity No creativity at all Backgrounds Used backgrounds that enhance project; Created own or edited existing

Scratch Primary Supplemental Lessons Tutors Manual

Scratch Primary Supplemental Lessons Tutors Manual Diving Deeper With Scratch creativecomputerlabcom

Shark Attack Game - teach-ict.com

Step by Step Guide to Making a Game in Scratch 1 Adding Bonus Point Fish Here you can deign a special bonus fish worth 10 points This script will make the fish move up and down and give 10 points By clicking on the costume you can change this colour of the fish 2add point in direction 3Change 10 1click costumes and edit the fish’s appearance Step by Step Guide to Making a Game in

Planning to introduce Scratch programming year 3/4

Year 3/4 Sequence of lessons to introduce Scratch software lead learn protect engage wwwsomersetelimorg By the end of year four it is good for children to also have made a Racing Car game and then adapted this idea to a game of their own

Sample Geometry Projects with Scratch - Harvard University

Sample Geometry Projects with Scratch Karen Randall karenrandall@sppsorg 651-290-8384 Expo Elementary School, St Paul MN Scratch is developed by the Lifelong Kindergarten group at the MIT Media Lab, with financial

Getting Started With - Massachusetts Institute of Technology

This guide shows you how to make a project in SCRATCH To start a new project, go to SCRATCH and click Create If you have a SCRATCH account, sign in so your project saves SCRATCH is a programming language that lets you create your own interactive stories, animations, games, music, and

...

Lesson Plan 1 Under the Sea - Home page | Scratch

3 Select any other sprite 4 Create a script which allows the sprite to bounce up and down on the trampoline 5 Add another sprite which jumps more slowly *Sprites are the objects that perform actions in a Scratch project While the Stage can also be programmed in a project, most projects have at least one sprite as well because only

Creating a Basic Pong Game - NeboMusic

Creating a Basic Pong Game: 1 Open Scratch 2 Delete the Cat (Click the scissors and then click on the Cat) 3 Create a Paddle Sprite and Label it as

"Paddle" a Click "Paint new sprite" icon b Draw a rectangle with the rectangle tool c Click "OK" d Name the Sprite "Paddle" 4 Create a ...

ScratchJr Hour of Code - kvitek.files.wordpress.com

In this game, you tap the cat to fire the ball at the alien The ball should be at the bottom of the screen, and the alien should be at the top The cat can go in one corner, where you can easily tap it without obscuring the screen This is the same game you can see in my screenshot above The Alien Shooter game Here's what the scripts do:

Lesson Plans: Scratch 2 - Harvard University

Page 3 Scratch 2 - 3 List of Lessons Scratch 2 Page 4 Scratch 2 - 4 Class Management TIME SCHEDULE This course has been designed so that each lesson will occupy one meeting session with the students Once the tutorial has been reviewed, the activity of the student will concentrate on mastering the new concepts presented Practicing with Scratch and exploring all the possibilities of ...

Can you make it to the end?

Play the game as a group and ask the following: How is the sprite controlled? (With the up, down, left and right arrow keys) How else could you control it ? (Other keyboard options include WASD keys, or if time permits this project works well in combination with a makey makey set ...

Create a Pong Game Using Scratch - Kids coding the curriculum

7 Click the green flag to play your game EXTENDED CHALLENGES: *Set the paddle to move using the arrow keys *Set the game to end if the ball misses the paddle (hint: change the color of the "ground") *Add more balls to the game *Turn this into a soccer game *Add a background, change the speed of the ball, add a sound

Code and Tell: Assessing Young Children's Learning of ...

2323 Game Project Finally, the game project let students design user interactions with useprogramming blocks that only work in certain scenarios like "Send Message," "Start on Message," and "Start on Bump" Students spent this hour creating a game with rules, an objective, and a control scheme for the