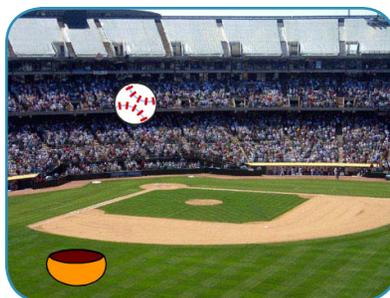


EDUCATOR GUIDE

Catch Game

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will make a game where they catch things falling from the sky.



Workshop Overview

Here's a suggested agenda for a one-hour workshop:



IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.



CREATE
40 minutes

Next, help participants as they make catch games, working at their own pace.



SHARE
10 minutes

At the end of the session, gather together to share and reflect.

Get Ready for the Workshop

Use this checklist to prepare for the workshop.

Preview the Tutorial

The *Catch Game* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:

scratch.mit.edu/ideas

Print the Activity Cards

Print a few sets of *Catch Game* cards to have available for participants during the workshop.

scratch.mit.edu/ideas



Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at scratch.mit.edu, or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to:

scratch.mit.edu/educators

Set up computers or laptops

Arrange computers so that participants can work individually or in pairs.

Set up a computer with projector or large monitor

You can use a projector to show examples and demonstrate how to get started.

Imagine



Begin by gathering the participants to introduce the theme and spark ideas for projects.

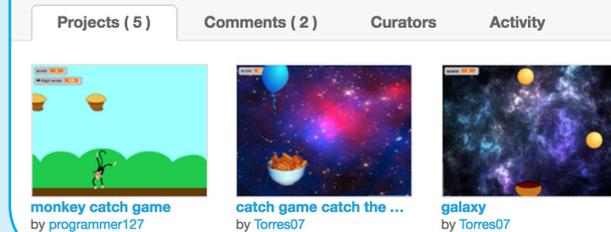
Warm-up Activity: Make a wish!

Gather the participants in a circle. Ask, “What do you wish could fall from the sky?” and give an example, such as a favorite food or flower. Then, toss a ball of yarn to someone. The person who catches the ball shares what they would like to fall from the sky. Then they toss the ball to someone, until each person has shared what they imagine.

Provide Ideas and Inspiration

To spark ideas, show a couple of examples of catch games from the *Catch Game Studio* on the Scratch website.

Catch Game Studio



View the studio at scratch.mit.edu/studios/3553067/

Demonstrate the First Steps



Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, choose a new sprite to fall.



Choose an object to fall.



Apple

Choose a backdrop.



Choose a backdrop.



Boardwalk

Make your sprite start from a random spot at the top.



Then, make it fall down repeatedly.



Create



CREATE

Support participants as they create catch games. Suggest working in pairs.

Start with Prompts

Ask participants questions to get started

What would you like to catch? How will you catch it?

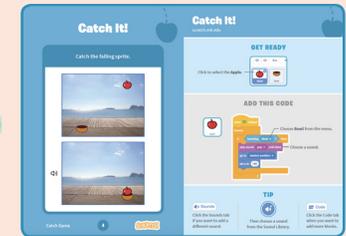
Which backdrop would you like to choose for your game?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: scratch.mit.edu/catch



Others may want to explore using the activity cards: scratch.mit.edu/ideas

Suggest Ideas for Starting

- Choose a backdrop
- Choose or draw an object to fall
- Make it fall down repeatedly from the top.
- Select a catcher and make it move with arrow keys.



CREATE

More Things to Try

- Make a script to catch the falling sprite
- Add a point when it's caught
- Add sounds
- Use the duplicate tool to make more falling sprites
- Add a bonus sprite that scores extra points



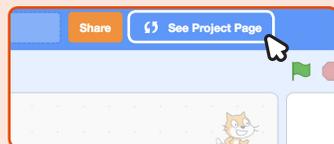
Encourage Tinkering

- Encourage participants to feel comfortable trying combinations of blocks and seeing what happens.
- Suggest participants look inside other catch games to see the code.
- If they find code they like, they can drag the scripts or sprites into the backpack to reuse in their own project.

Prepare to Share

Suggest adding instructions so others know how to play the project, such as which keys to press.

To add instructions and credits to a project, click the button: "See project page".



Give your project a title, add instructions and credits, then click Share.



SHARE

Share

Have participants share their projects with their neighbors.

Ask questions that encourage reflection:

What do you like best about your game?

If you had more time, what would you add or change?

What's Next?

The *Catch Game* projects provide an introduction to creating interactive games in Scratch. Here are a few ways that participants can build on the concepts they learned from this project.



Add a Level

Encourage participants to experiment with how they might add a level to their game.



Video Sensing

If the computers have a web camera attached or built-in, participants can make a game that they interact with by moving their body. To start, play with the project: **Save the Mini-Figs** scratch.mit.edu/projects/10123832. Then, open and remix to customize the sprites and scripts.