Level Up Village

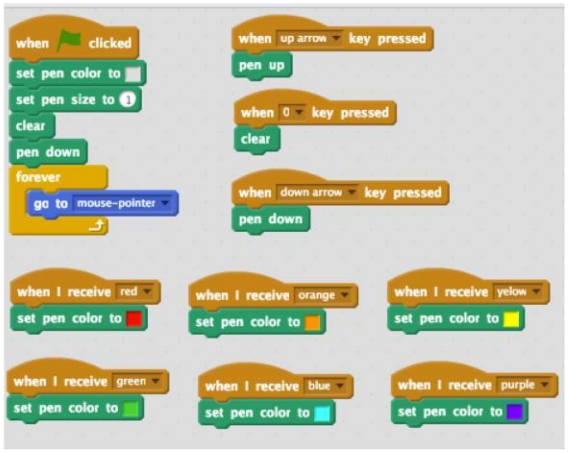
Global Video Game Designers

Grades 3 -5

Student Workbook

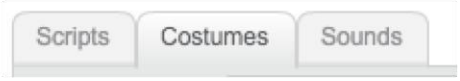
Student Name: _____

1. Create this sprite and combine the following blocks…..

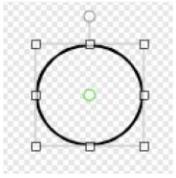


2. Create this sprite and combine the following blocks…..

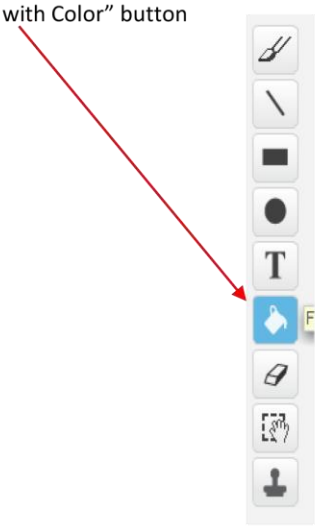
3. Click “Costumes” at the top of your screen



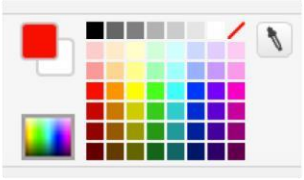
4. Click on the black circle and draw a circle with your mouse



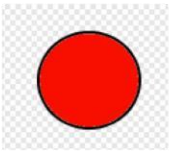
5. Click on the “Fill with Color” button



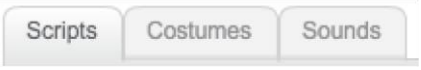
6. Click on the color red



7. Click inside the circle to fill it red



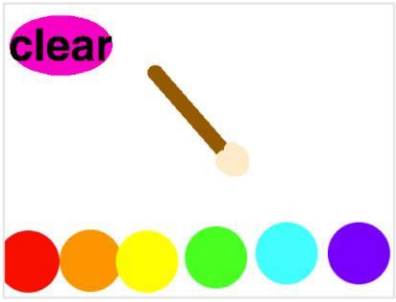
8. Click “Sprites” at the top of your screen and combine the following blocks



9. To create another costume, click on the red sprite. Then right click and choose ‘‘duplicate’’

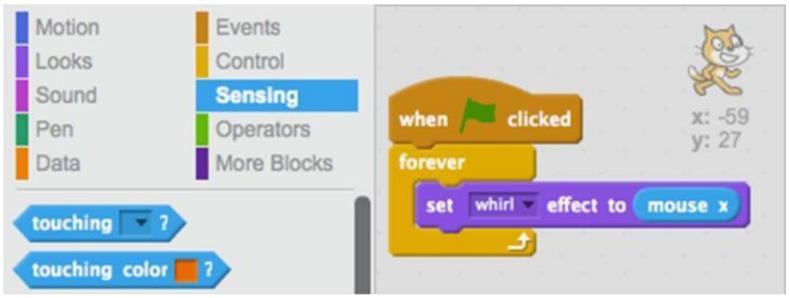
10. Complete steps 5-8 for orange, yellow, green, blue and purple

11. Your screen should look like this



1. First build these blocks of code inside of the cat.
2. Choose whirl in the dropdown menu

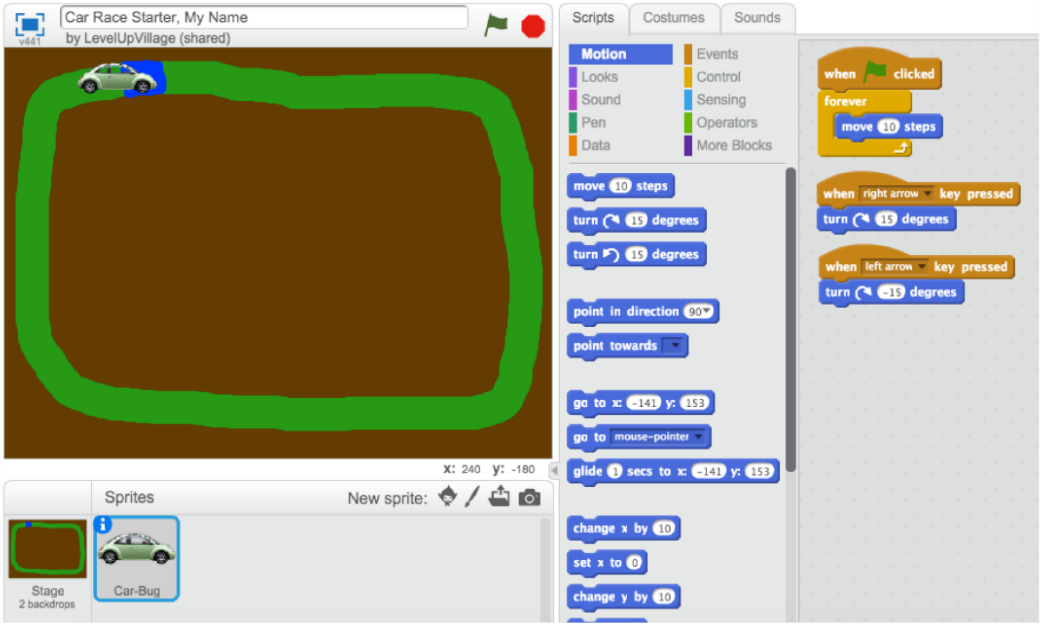
3. Go to the Sensing tab and insert Mouse X or Mouse Y.



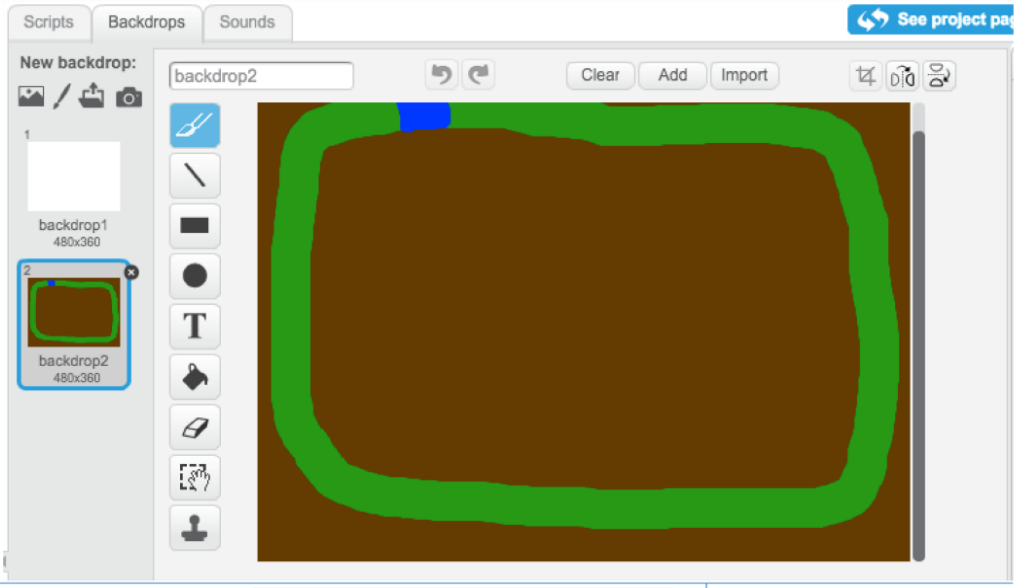
4. Move your mouse around and see what happens

5. Now play with different effects and see what happens

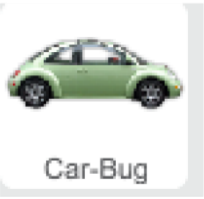
1. This is what your project will look like in the end.



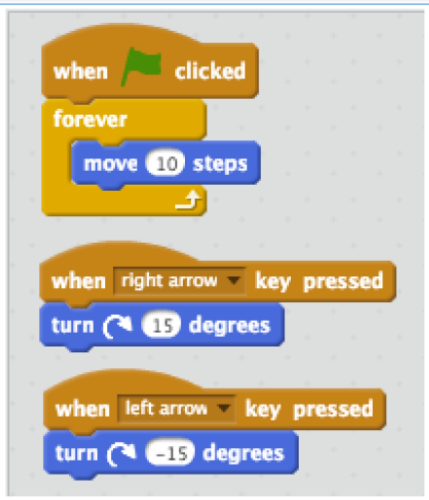
2. Design your own backdrop for the racetrack



3. Create your own sprite

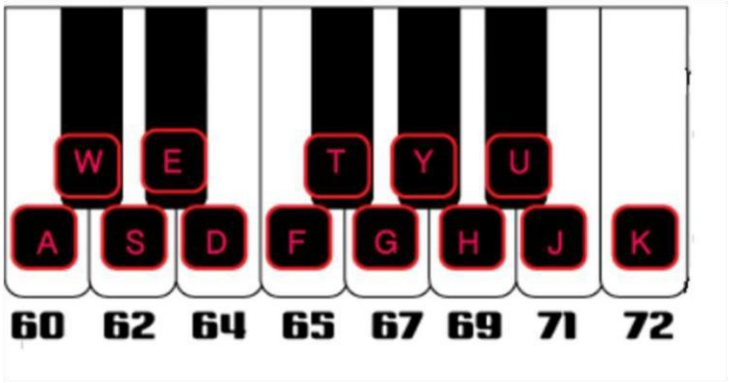


4. Combine the following blocks

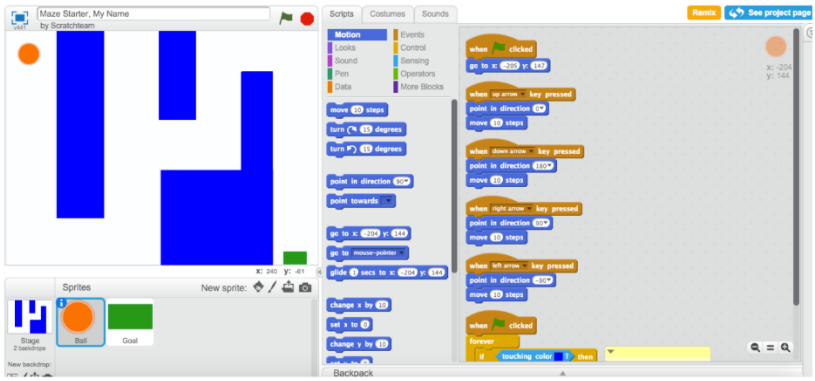


5. How can you make the car go slower? Hint: Think about how fast you are having the car

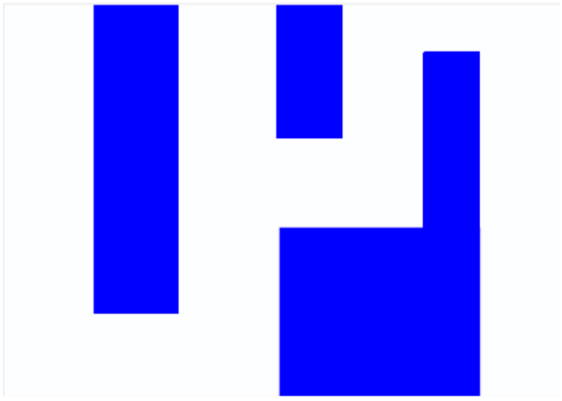
1. Now we are going to turn our keyboard into a piano. You don't need any Sprites or Backdrops.
2. Build the code you see on this page.
3. There are two ways to do this faster by copying blocks of code. The first is to right click the code and then choose 'Duplicate'. The second is to use the Stamp tool.



1. This is what your project will look like in the end

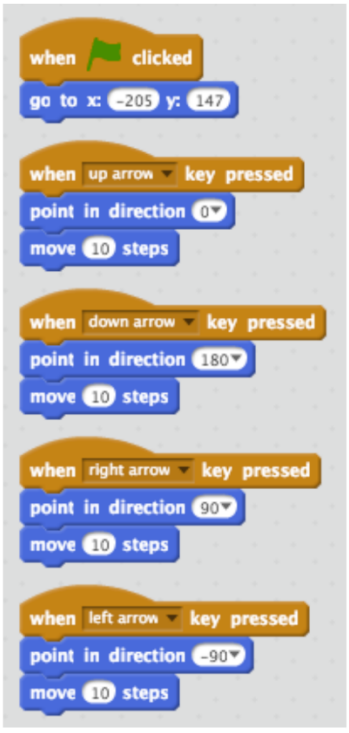


2. Build a backdrop, similar to this one



3. Add this sprite, or sprite of your choice

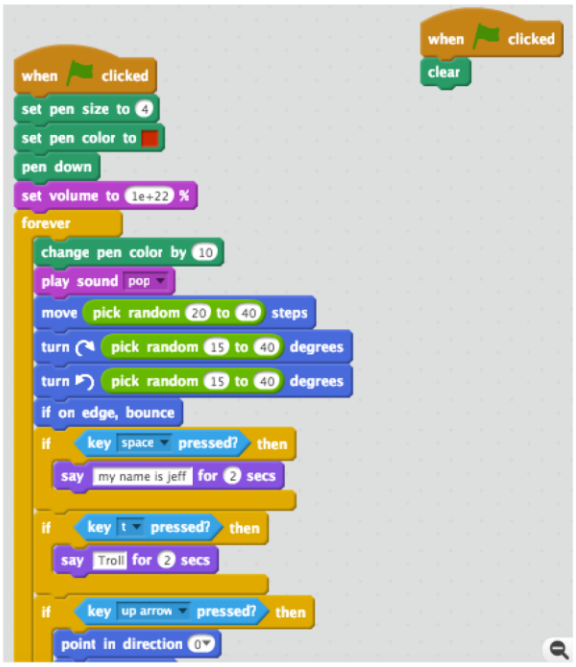
4. Combine the following blocks for the ball...

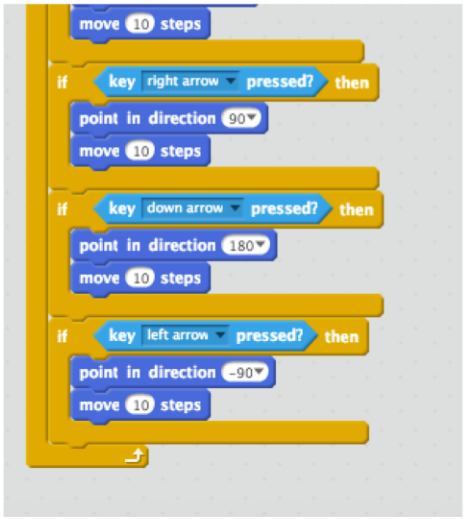


5. Add this sprite, or sprite of your choice

4. Combine the following blocks for the goal...

1. Create the following sprite and combine the blocks



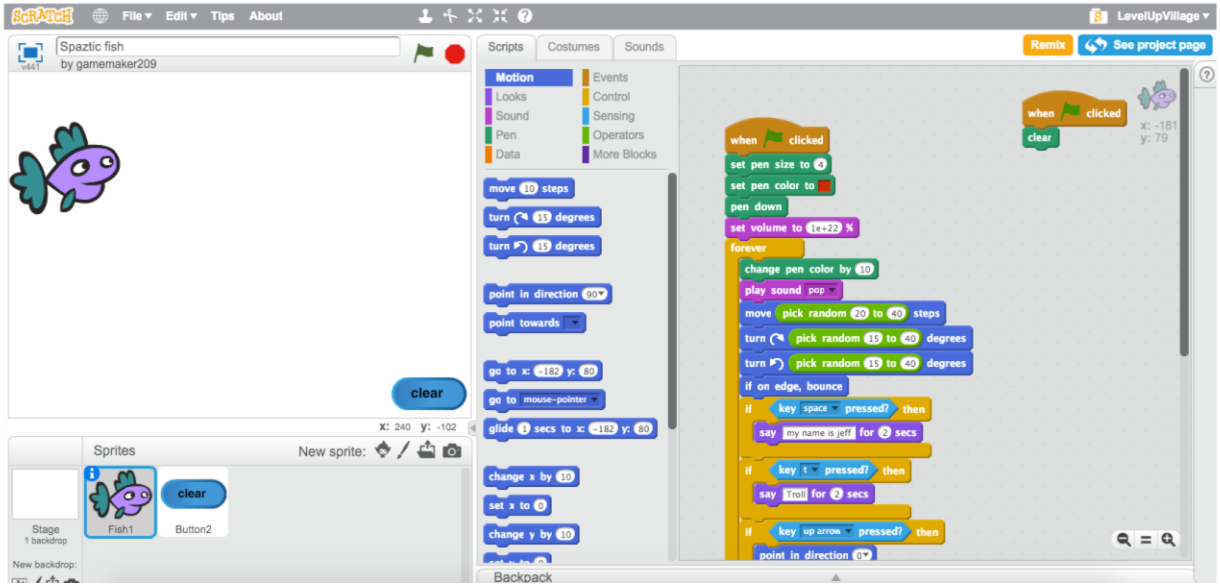


2. Create this costume

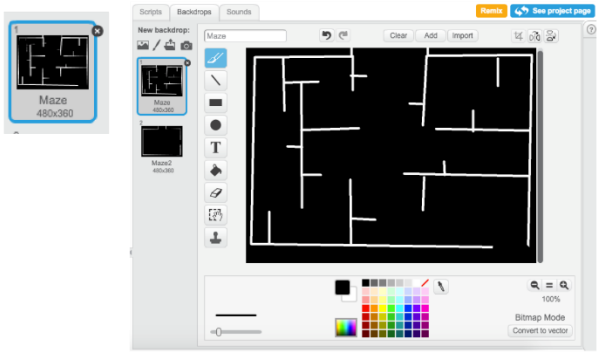
3. Make this sprite from the costume you just made

4. Combine the following blocks

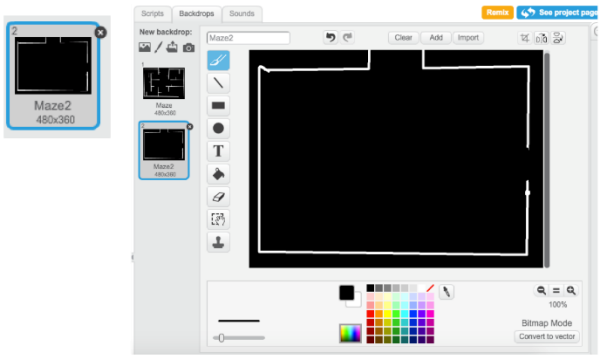
5. This is what your screen will look like in the end



1. Make the following backdrop. It should look like this



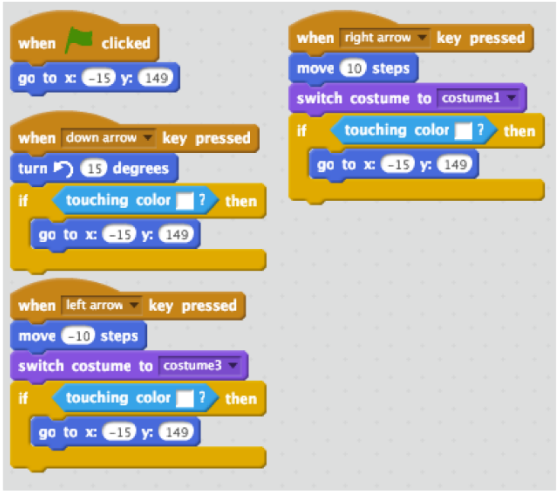
2. Make another backdrop. It should look like this



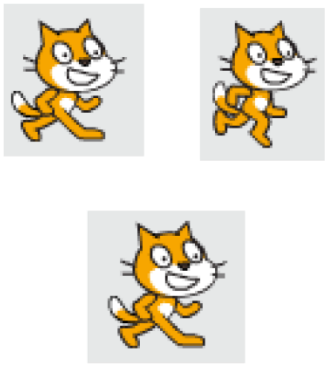
3. Code these blocks for the backdrop

4. Choose a walking sprite

5. Combine the following blocks



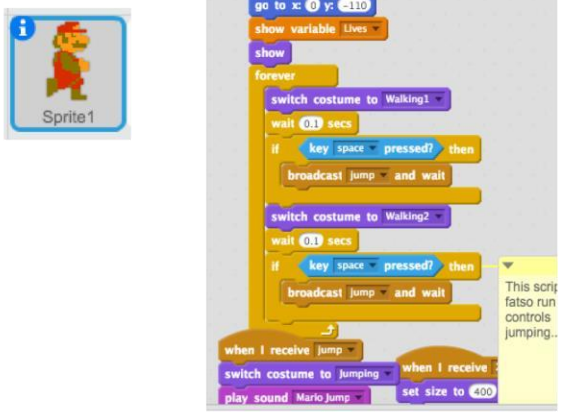
6. There should be three costumes



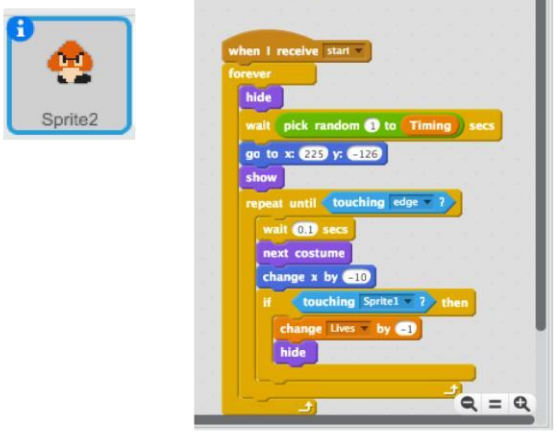
1. Make these three backdrops and name them background1, reiyvgtow and reiyvgtow1

2. Make these three costumes and name them Jumping, Walking1 and Walking2

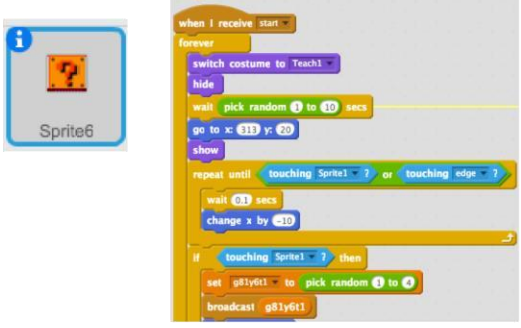
3. Make a Mario sprite, called "Sprite1" and combine the following blocks



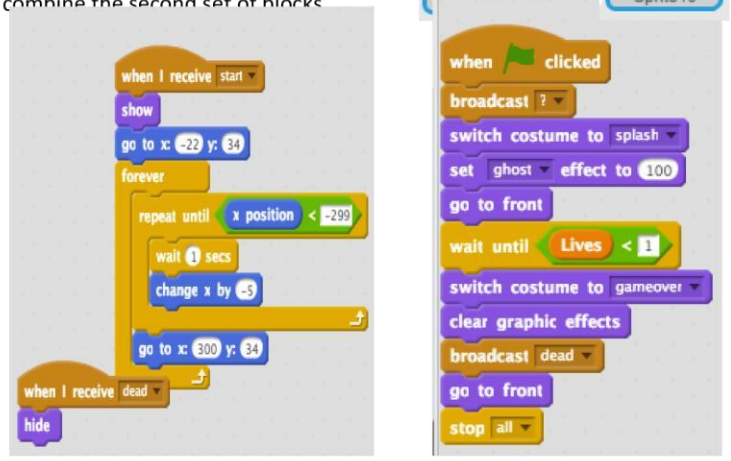
4. Make a mushroom sprite, called "Sprite2" and combine the following blocks



5. Make a Mario sprite, called "Sprite6" and combine the following blocks

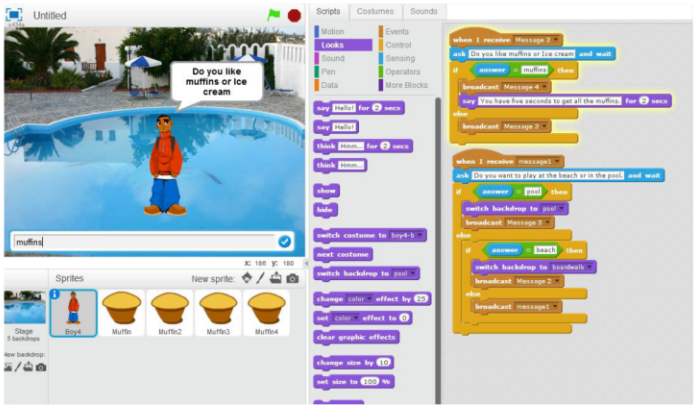


6. Make a Mario sprite, called "Sprite7" and combine the first set of blocks. Then make "Sprite10" and combine the second set of blocks



Now you are going to build a game that depends on your partner's choices. Each time your partner chooses something, a new part of the game appears. Here are some examples:

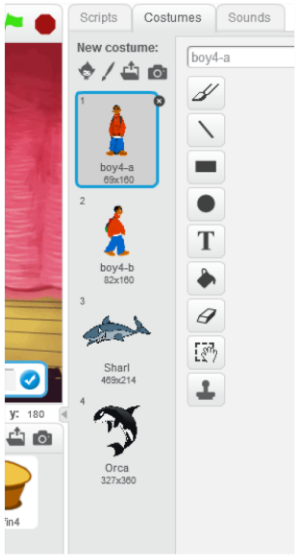
1. In the example on the right, when I ask my partner what food he likes better, the food he chooses then appears, and a message appears telling him to try to get as much as he can before it all disappears.
2. The code for the muffin is also on the right.



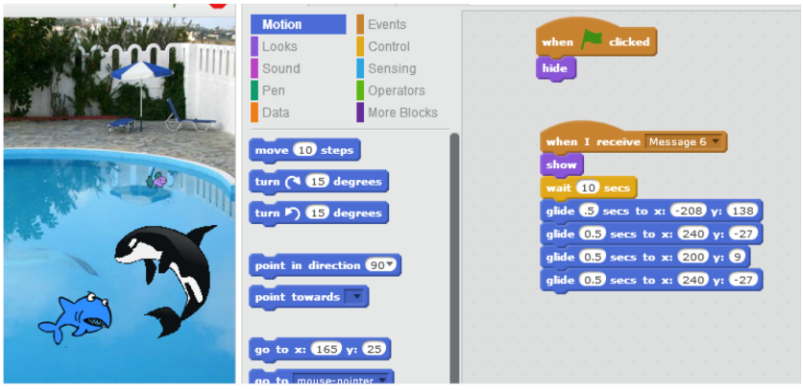
In the game you build, use the Ask, Broadcast and "When I Receive" blocks to build a game that goes, in order:

1. Question
2. Task + Task (One for each possible answer to the question.)
3. Question
4. Task +Task

Hint: You can use the Costumes menu to change your Sprite's appearance. In this example, the Sprite turns into the animal the player

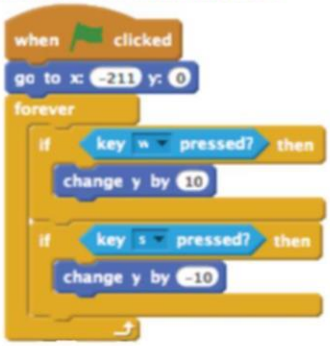


- Have a question where if the wrong answer is given a swarm of enemies attack.
- Build a quiz or puzzle game where your Sprite must move other objects to certain places. (**Hint—Use the Sensing and Motion blocks).**
- Build levels where your Sprite must work with others, or figure out how to play that level without receiving instructions.
- Don't forget, if you give two answers, like the beach/pool example, you have to code a task at each one.
- Use the Pen block to code a trap that keeps growing and that the player must escape.
- **Hint:** You can link screens from different paths, so if a player chooses to go to the beach, you could code another question that might lead them to the pool, or any other scene you are using.

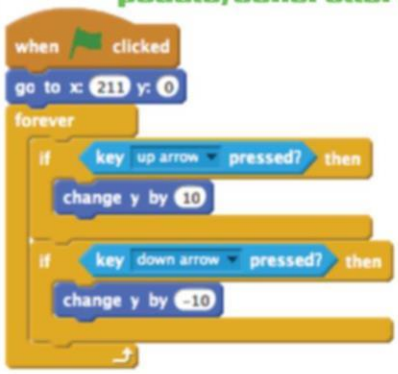


1. Build the following blocks for Player 1 and Player 2

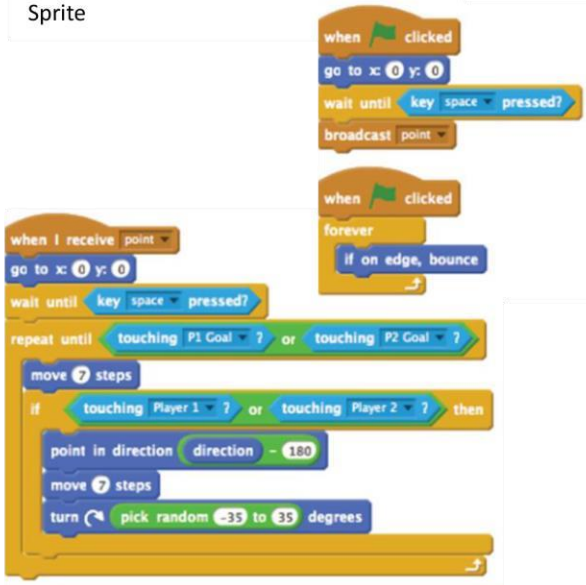
Here is the code for Player 1 (P1)'s paddle/controller:



Here is the code for Player 2 (P2)'s paddle/controller:



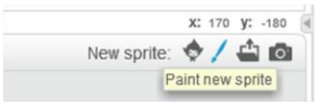
2. Build the following blocks for the Ball Sprite



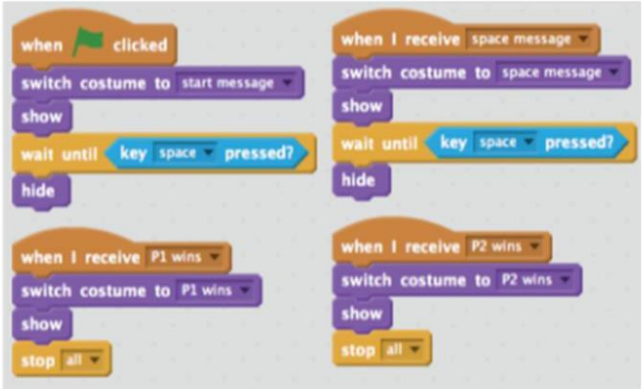
3. Make two variable, P1 Score and P2 Score

4. Build the following blocks

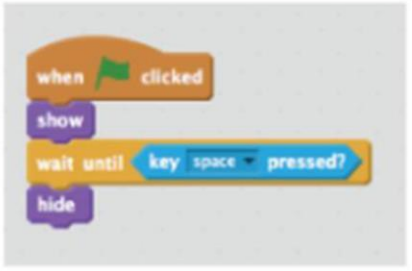
5. Use Paint New Sprites option to create a Title Sprite and Instructions Sprite. See the picture below for how they should look.

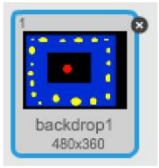


6. Build the following blocks



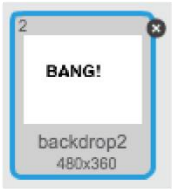
Continued...

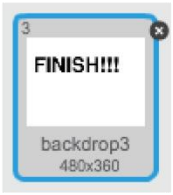




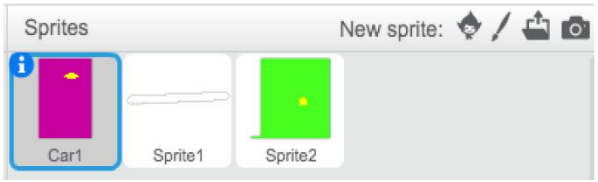
1. Create a backdrop that will be your racetrack. Design it however you would like, but make sure your cars will know where to drive

2. Create a second backdrop to appear when the two players crash and a third backdrop to appear when one player has finished

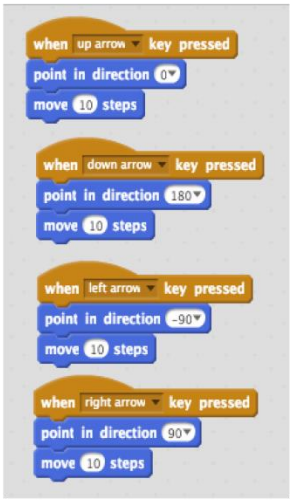


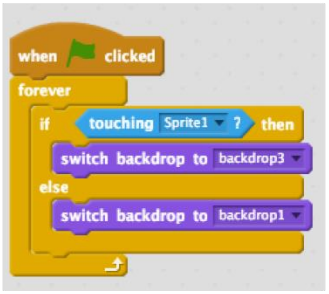


3. Create three sprites: Player One, Player Two, and the finish line

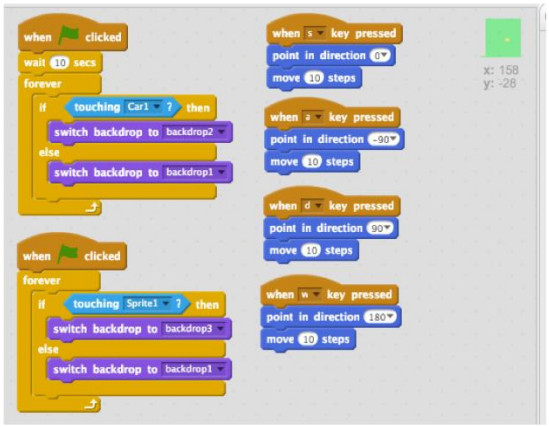


4. For Player One, combine the following blocks

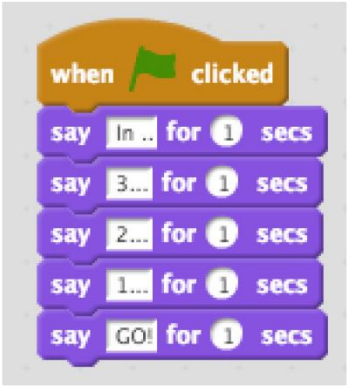




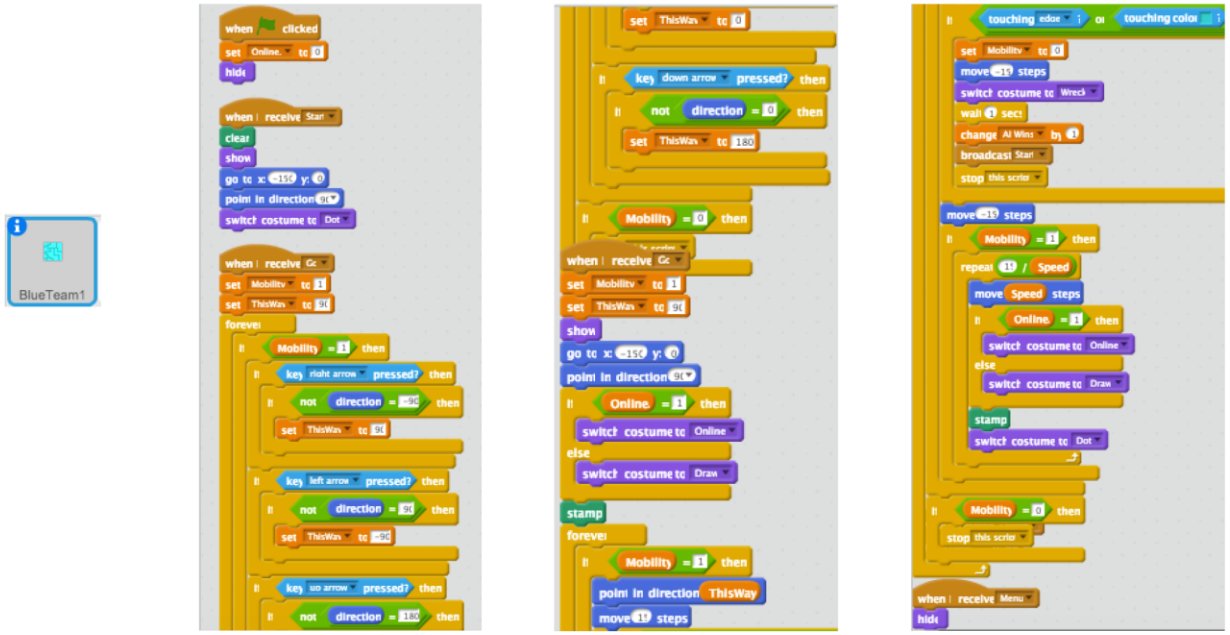
5. For Player Two, combine the following blocks



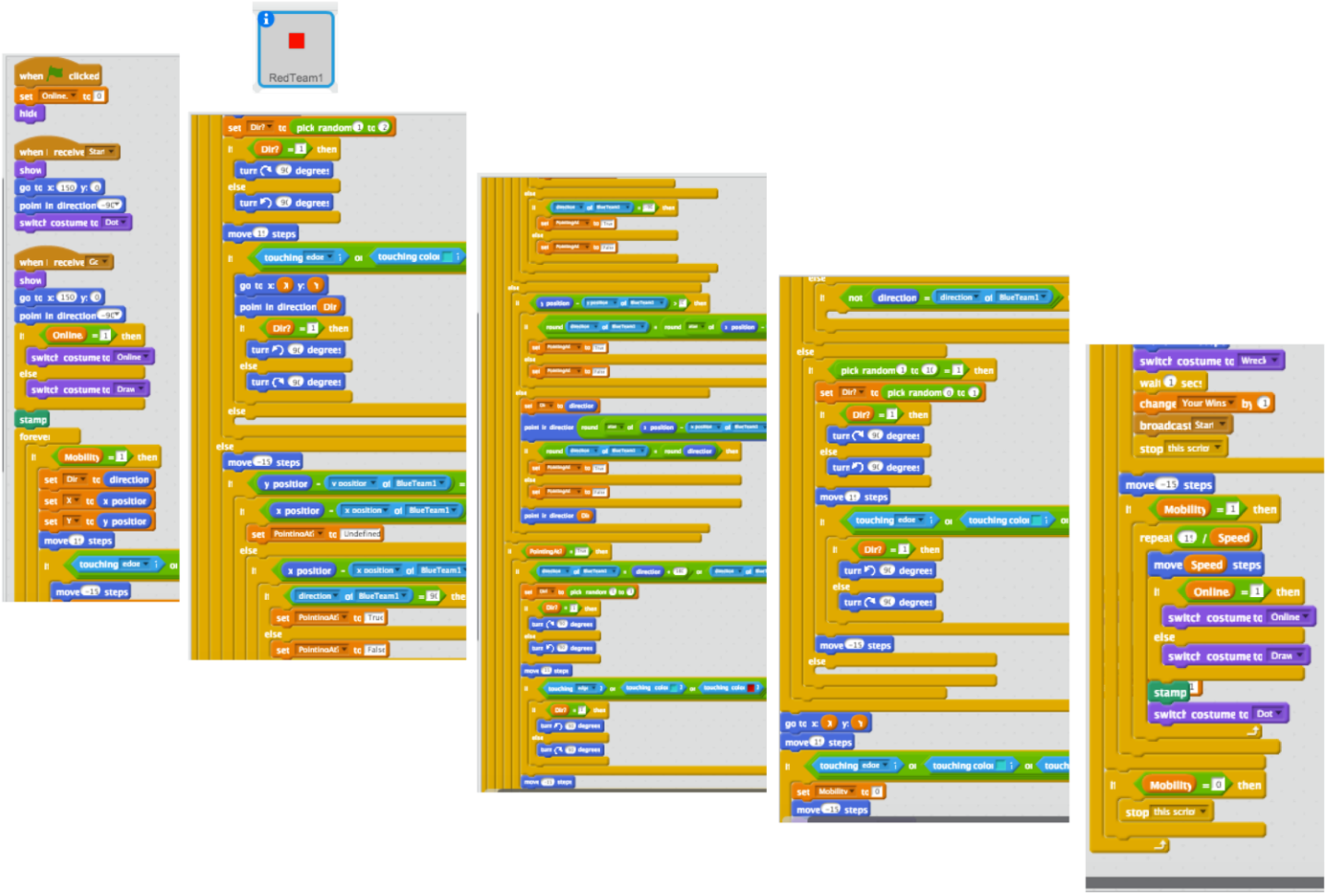
6. For the Finish Line, combine the following blocks



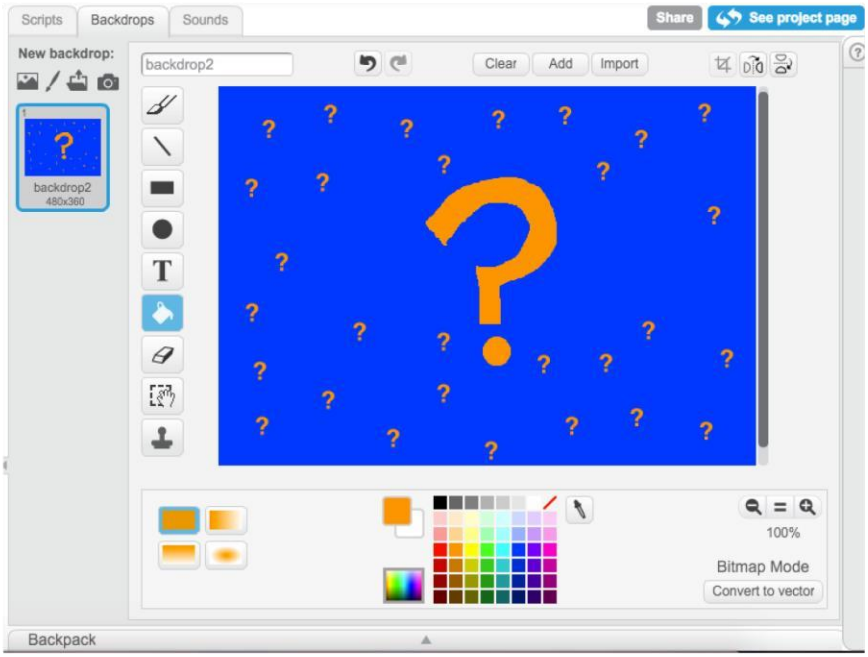
1. Click on the “Blue Team” sprite and combine the following blocks



2. Click on the “Red Team” sprite and combine the following blocks



1. Make your own backdrop



2. Choose any sprite to be you.

3. Combine the following blocks. Please make it about YOU. Change the questions to ask ones that you have talked about in your videos to your partner.