



Global Video Game Designers

Grades 3 -5

Student Workbook

Student Name: _____

Class Cheat Sheet

Class: Global Video Game Designers (3-5)

School: _____

US Student Name: _____

GP Student Name: _____

Facts about yourself:

1. _____

2. _____

3. _____

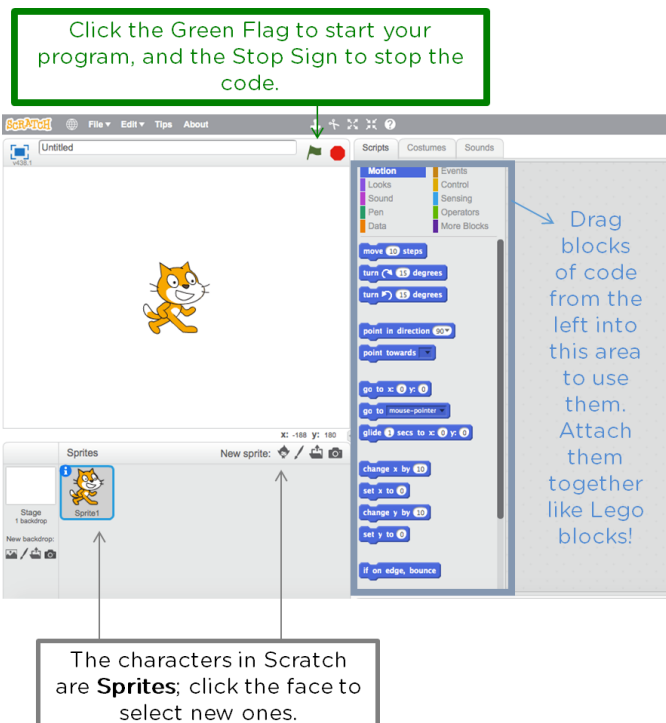
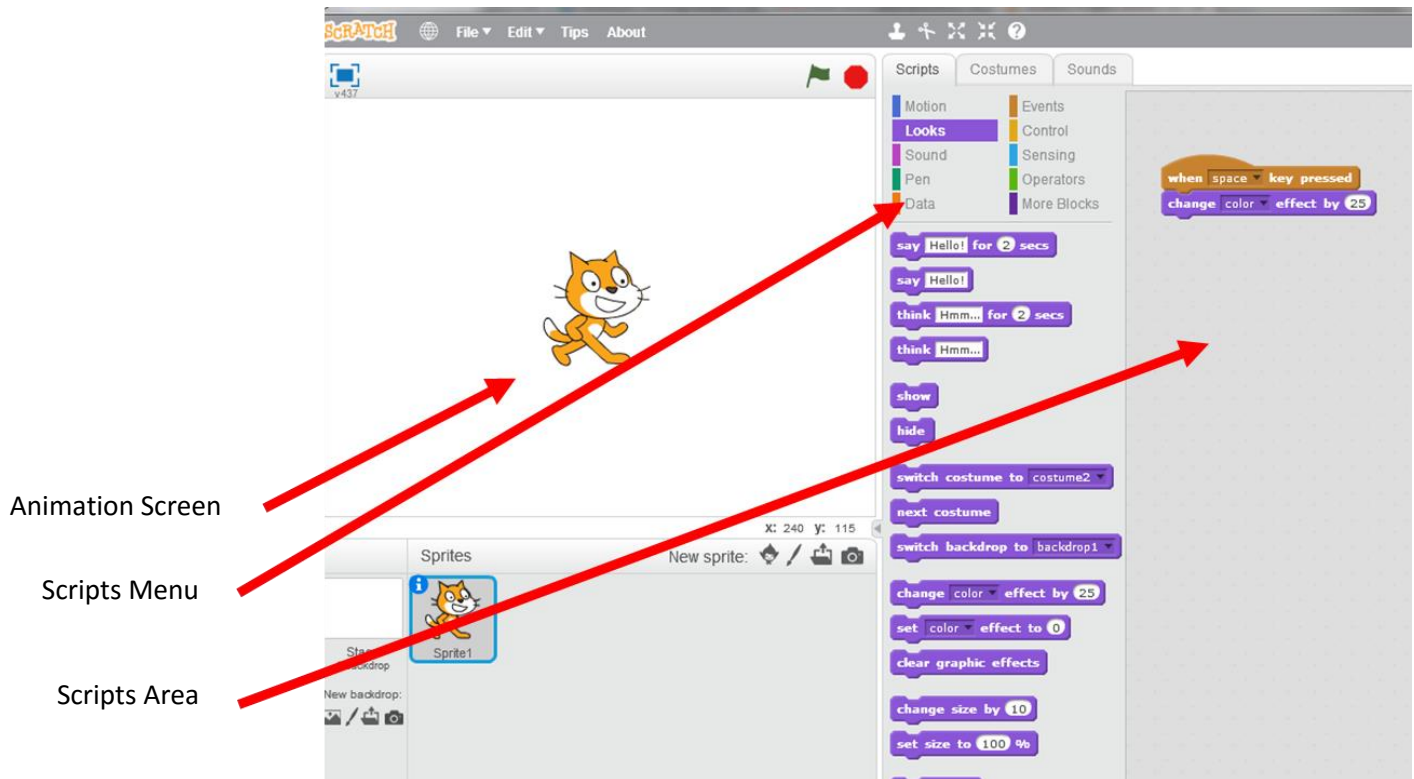
Login Info:

LUV Global Collaboration Platform: Username: _____ Password: _____	MIT Scratch: Username: _____ Password: _____
Important Exchange Dates: 1. _____ 2. _____ 3. _____	How to say 'hello' and 'goodbye' in your partner's language: Hello: _____ Goodbye: _____

Lesson 1 and 2: Introduction to Scratch

Welcome to Scratch. When you know Scratch, you can use it to do almost anything.
The first thing you need to learn are the parts of Scratch.

The first part is your **Animation Screen**. This is where the action happens. The second is your **Scripts Menu**. This is where you will get the blocks to control your video games. Finally you need to know the **Scripts Area**. This is where you will mix and match the blocks to make your games and animations do cool stuff.



Color Change

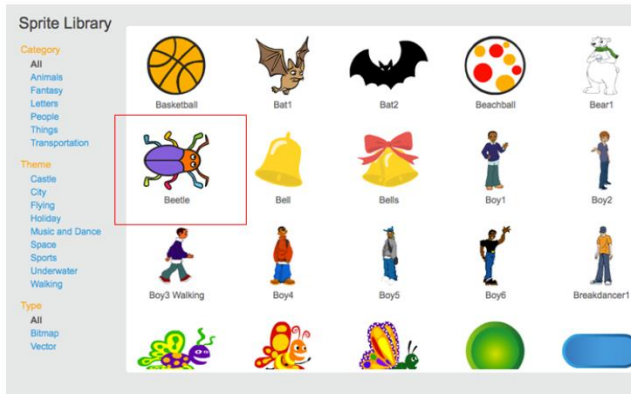
- Click the scissors at the top of the screen, and then click the cat sprite to delete it.



- Choose the face next to new sprite to bring up the sprite library.



- Pick a new sprite.



- From the Scripts Menu, choose Events, and drag the 'When Space Key Pressed' block to the Scripts Area.

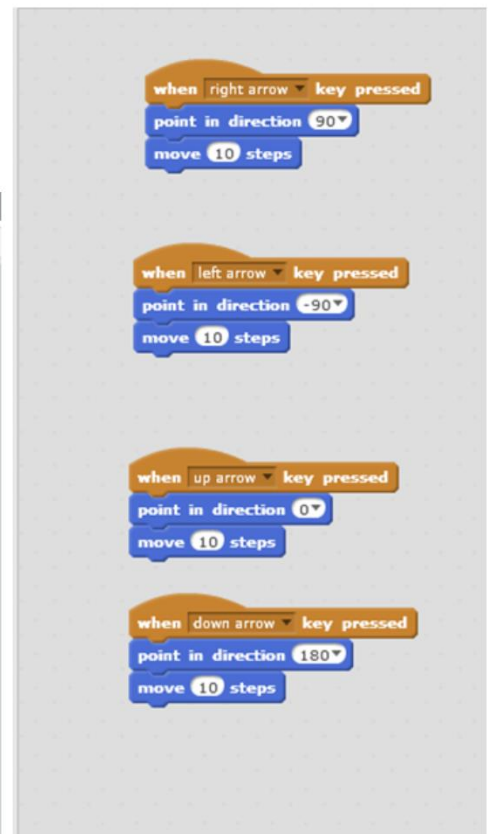
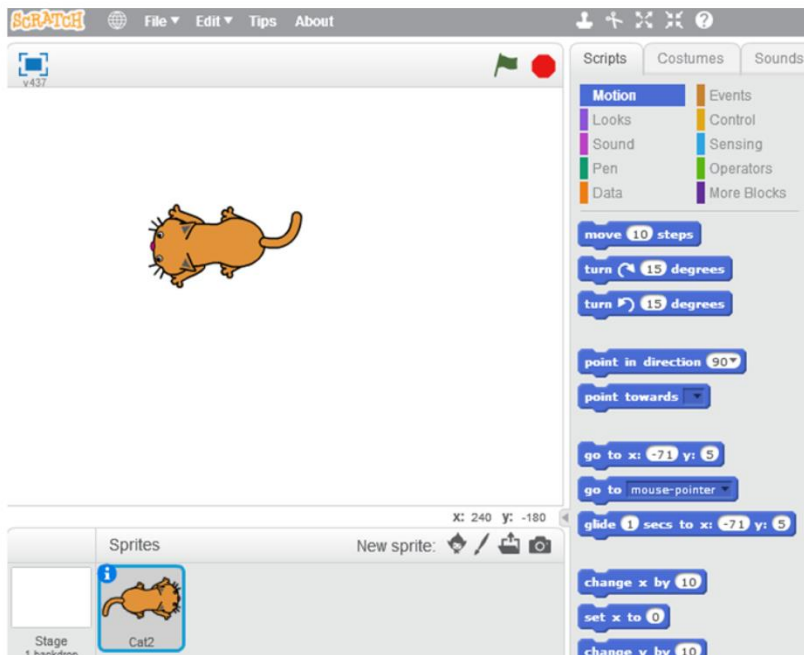
- Choose Looks, and drag and attach 'Change Color Effect by 25' to 'When Space Key Pressed.'

- Press the Green flag, then press space. Watch the sprite change color!



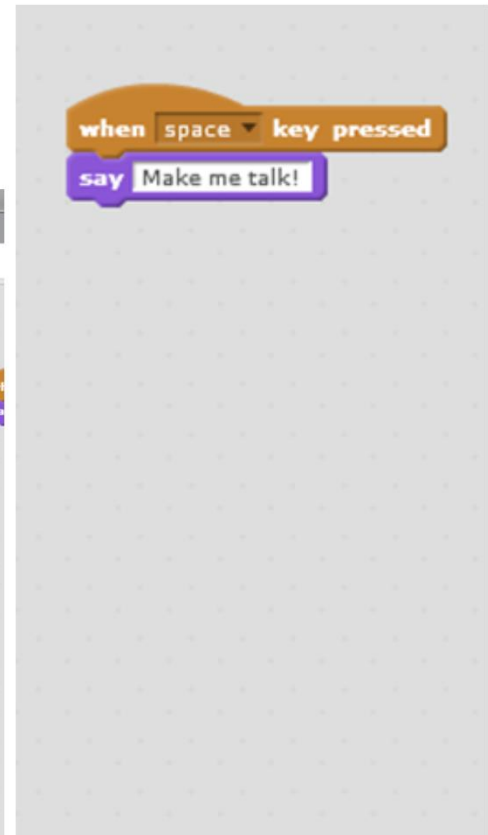
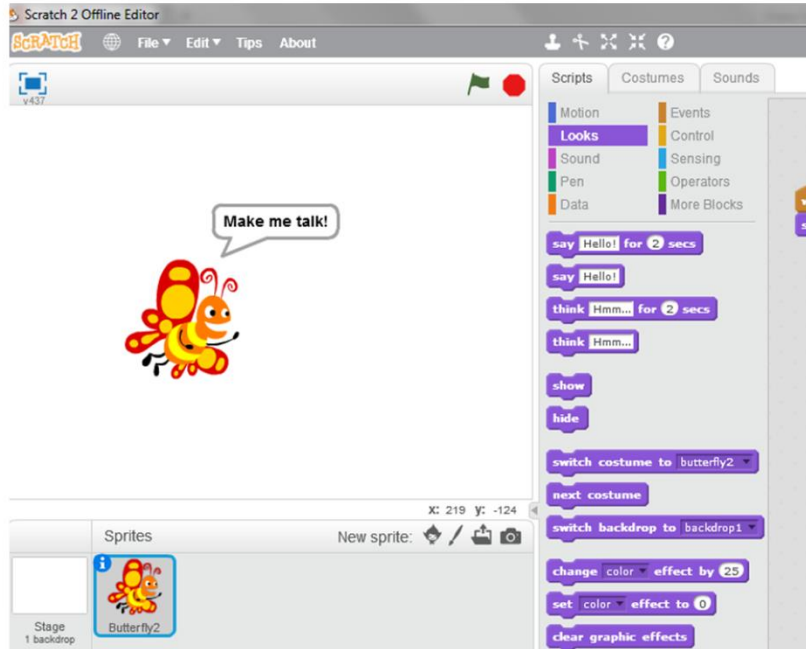
Cat Control

- Replace the old Cat Sprite with the Cat Sprite you see here.
- Add the blocks you see, so you can control the cat with your arrow keys.
- Can you figure out how to make the cat move diagonally?



Make it Speak

- Choose a Sprite.
- Choose the 'When Space Key Pressed' block from the Events Tab.
- Choose the 'Say Hello' block from the 'Looks' tab (not Sounds).
- Click on the Green Flag, press Space Bar and see what happens.



Groove to the Beat

- Build the first group of blocks.
- Click the Green Flag.
- Without deleting, change your blocks into the second group. (Hint: Use Right Click and the Tab Key.)
- Click on the Green Flag and see what happens now.
- Can you make two different drums play at once?



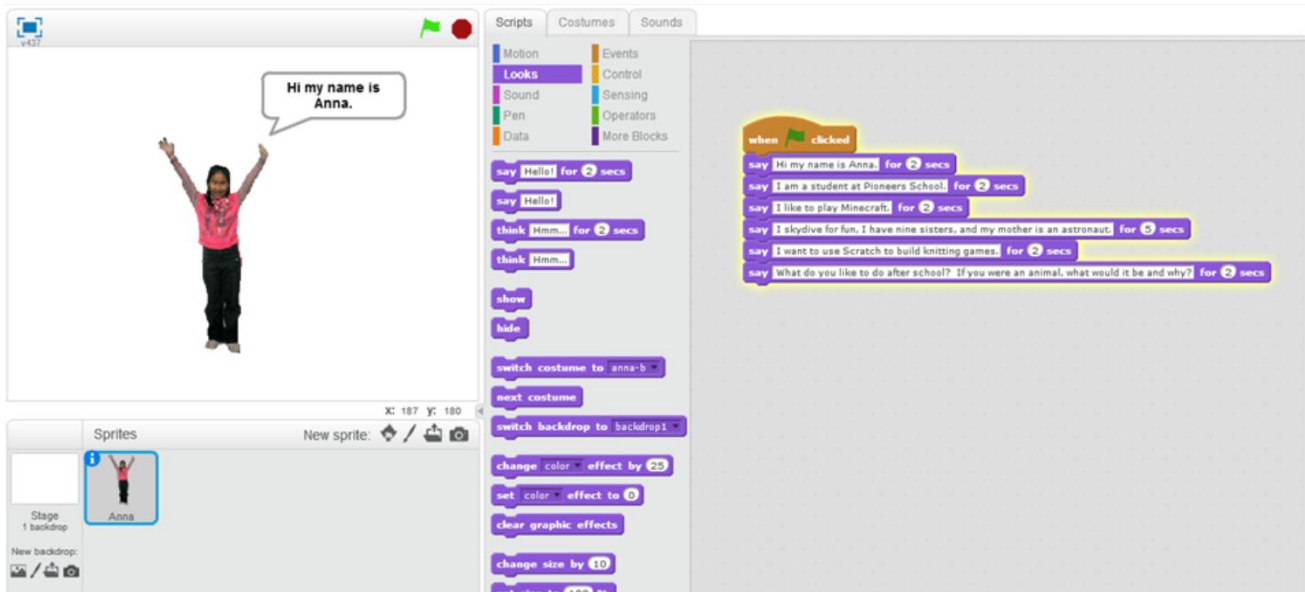
Introductory Sprite

Introduce yourself to your Global Partner. A basic example is on the right, but I bet you can do better.

Include:

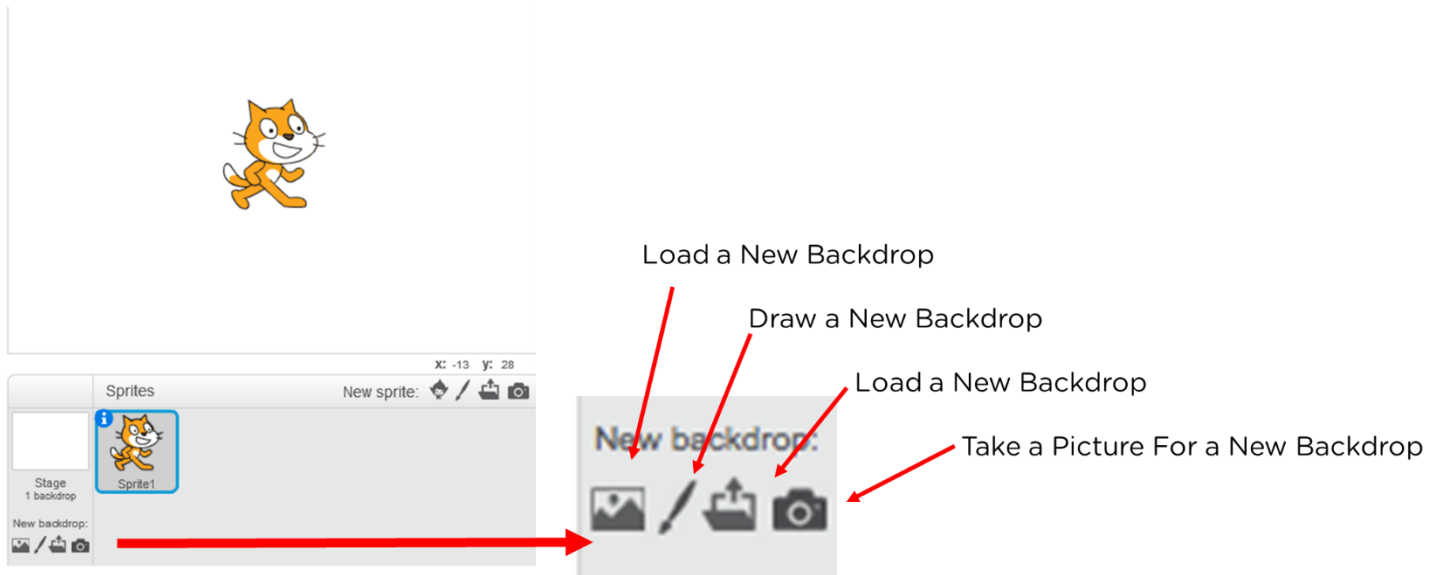
- Your name.
- Your school.

- Three interesting things about you.
- One interesting thing about your school.
- Two questions for your partner.
- One thing you want to use Scratch to do.



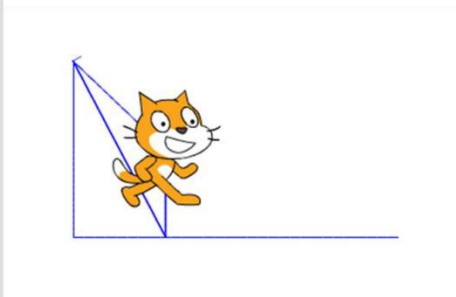
Lesson 3: Adding Animations

Adding Backdrops



Initial Game

1. Build the code below.
2. Click the Green Flag.
3. Try to use this code to write the first letter of your own name.

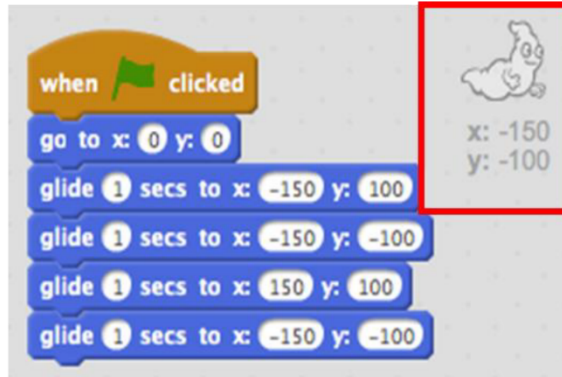


Ghost Glider

1. Choose the Ghost Sprite



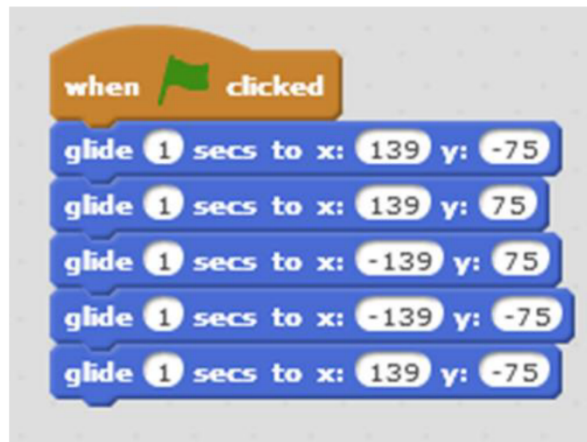
2. Build the following blocks



Remember that the X and Y numbers change when you drag or move the sprite

3. Click the Green Flag

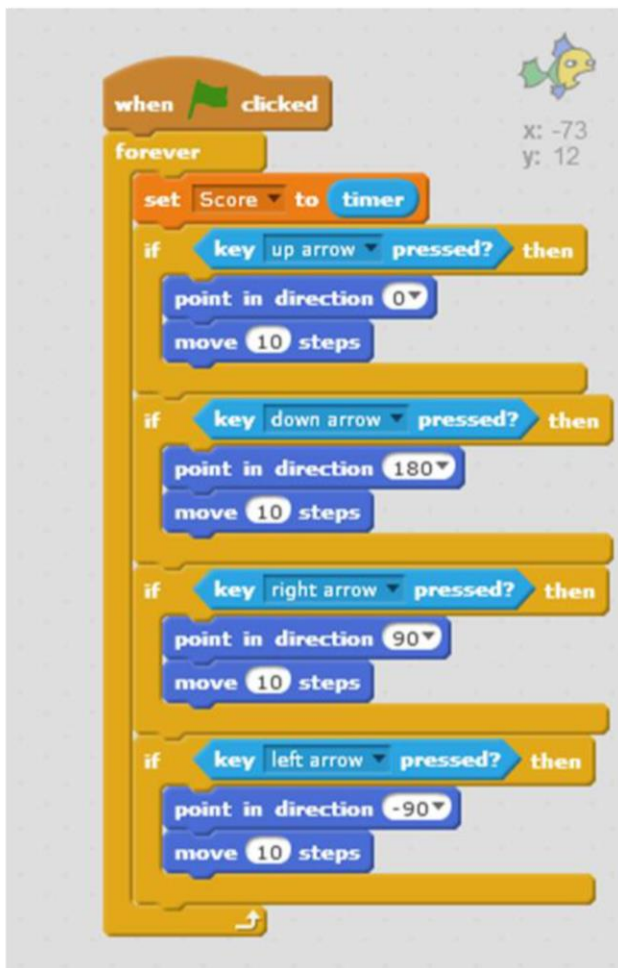
4. Can you make the Ghost glide in a square pattern? (Hint – The Tab key will let you work faster)



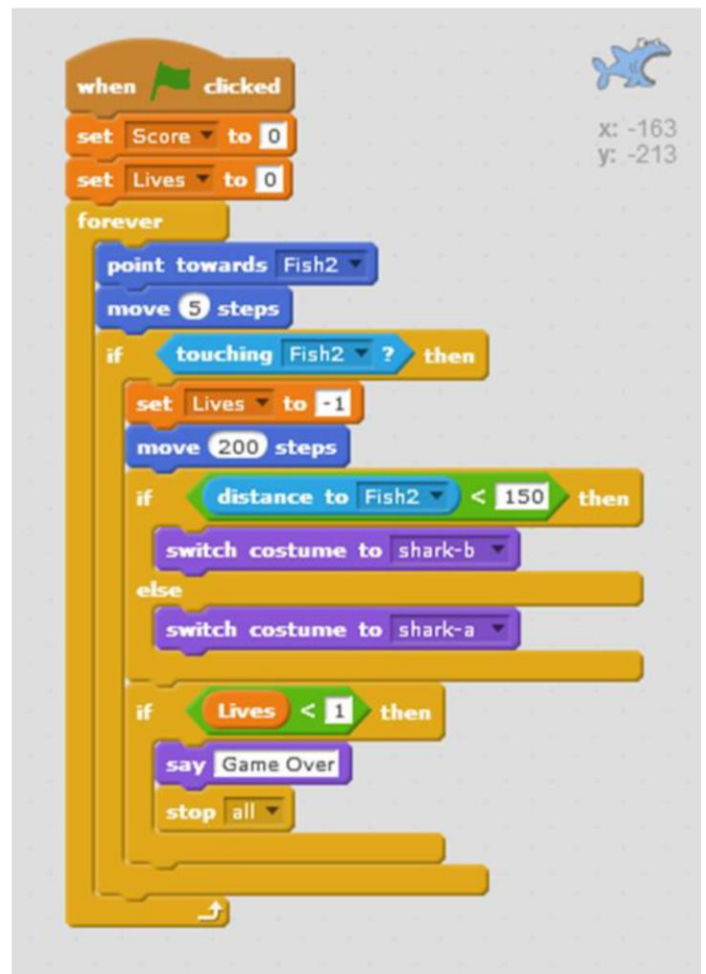
Lesson 4: Variables

Shark and Fish Game

1. Choose a Fish Sprite.
2. Build the fish code.
3. Why do you think the Score is set to 'Timer.'
4. How could you use the 'If, Then' blocks to make the fish move diagonally?
5. Using the Data Tab, create a Variable called 'Lives.'
6. Now build the Shark's code.
7. When you are done play the game.



Fish Code

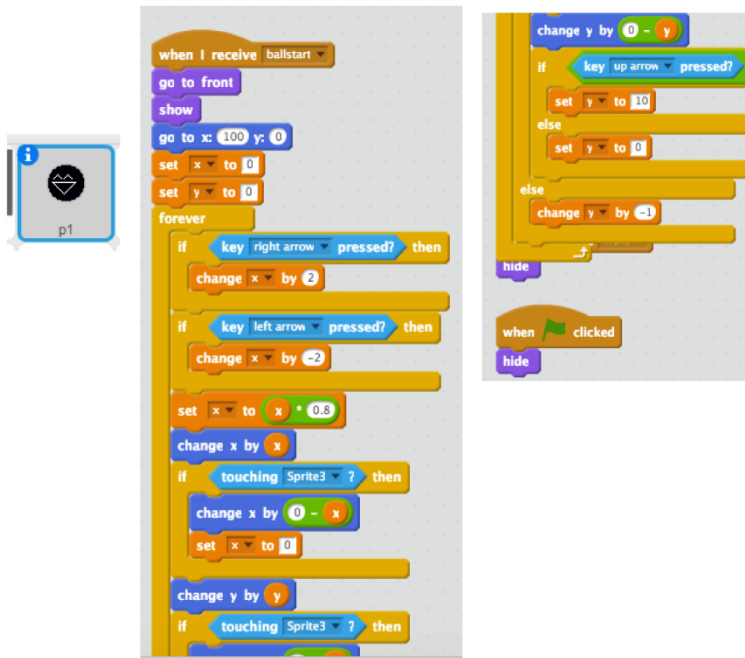


Shark Code

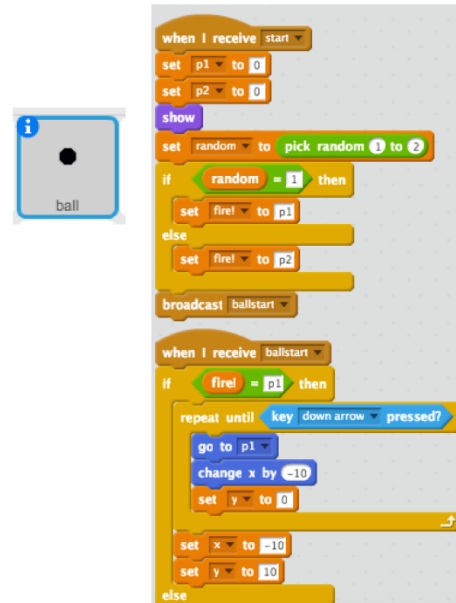
Lesson 6: Volleyball Game

Volleyball Game

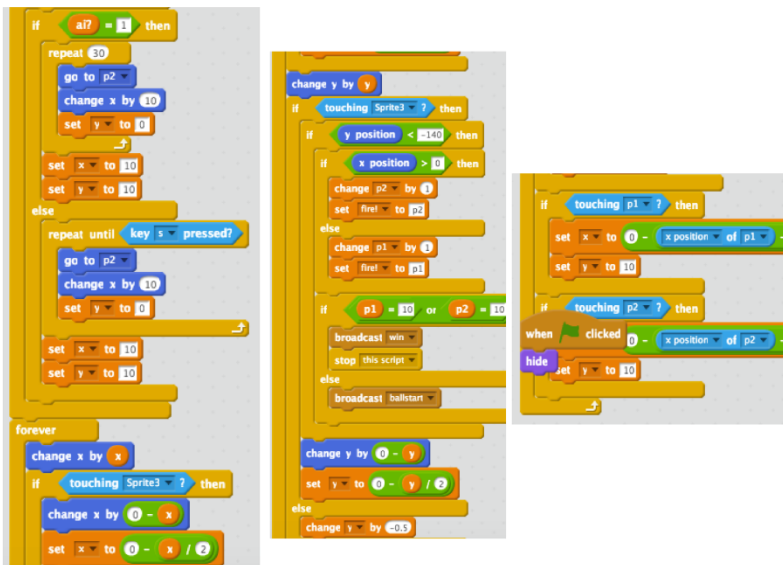
1. Click on the "Player 1" sprite and combine the following blocks



2. Click on the "Ball" sprite and combine the following blocks



Continued...



3. Click on the "Player 2" sprite and combine the following blocks

