Compute with me

Logo designed by Akarshan Suthaharan

Hello and welcome to our first ever ‘Compute With Me’ workshop!

Before we begin how confident are you with using technology?

Welcome to

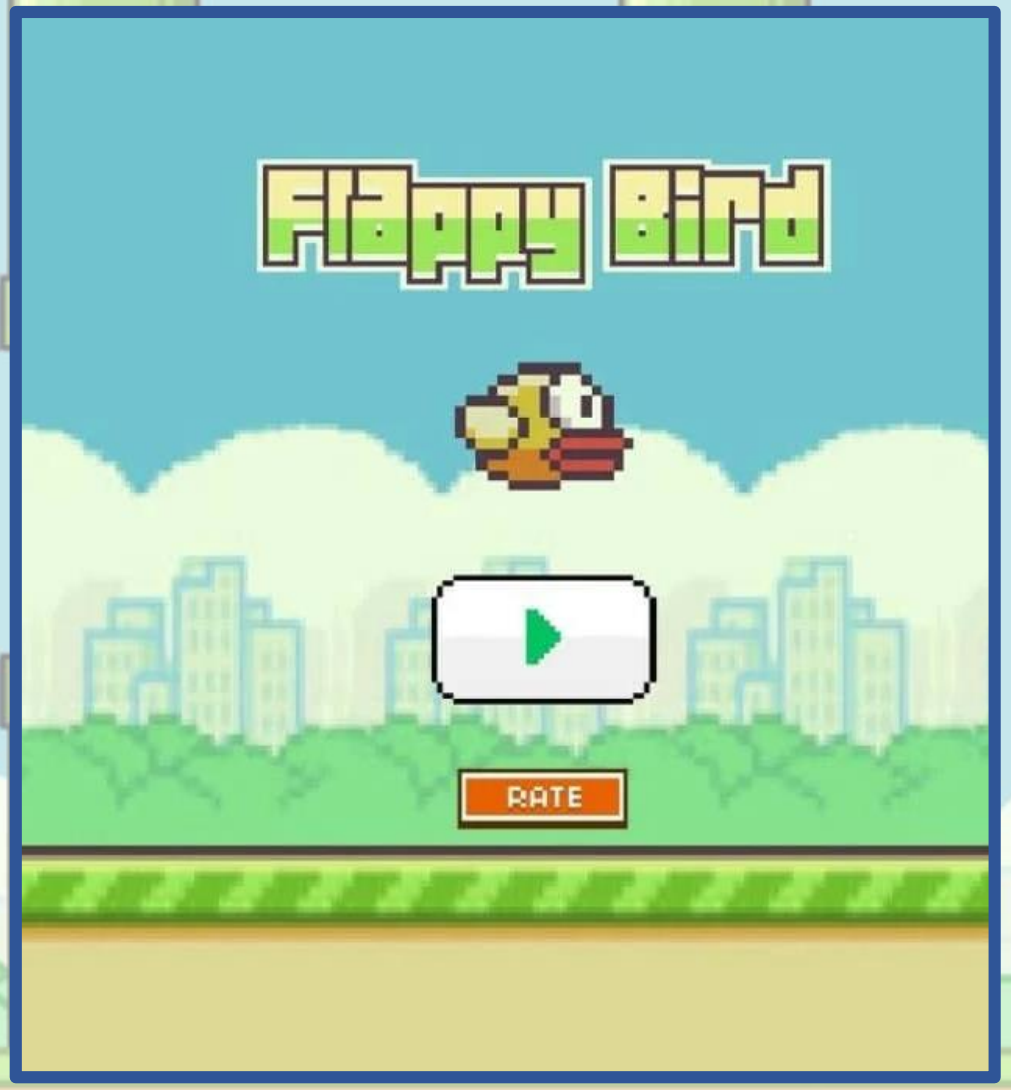
SCRATCH

What will be required in today's workshop?

Captains Commitment, Communication, Creativity and Confidence.

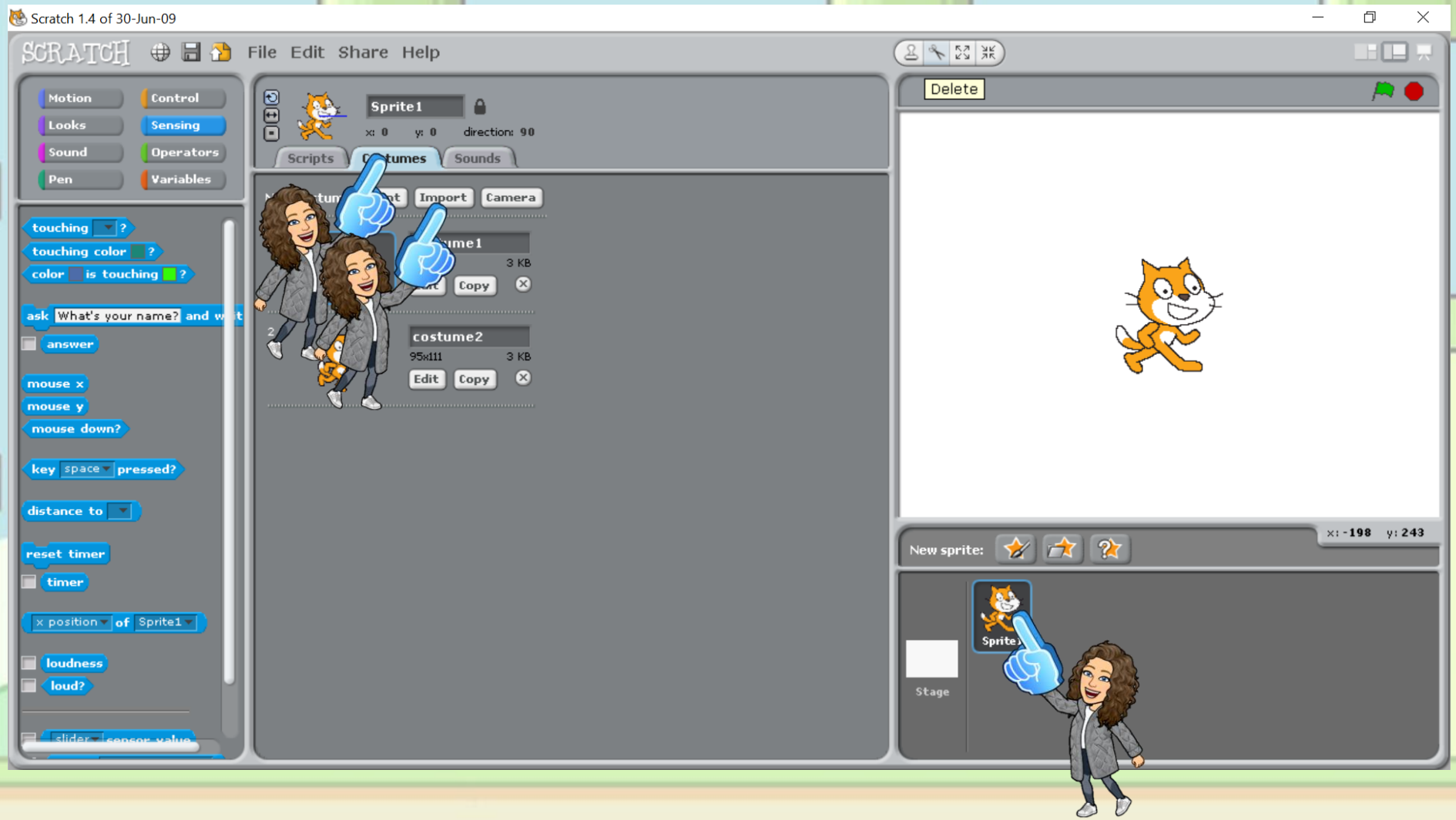
In today's session, we will be aiming to design and code a very well-known game.

Can you guess what it is?



Let's begin by having a look at an example of what we are aiming to create...

Step 1: Changing the Sprite



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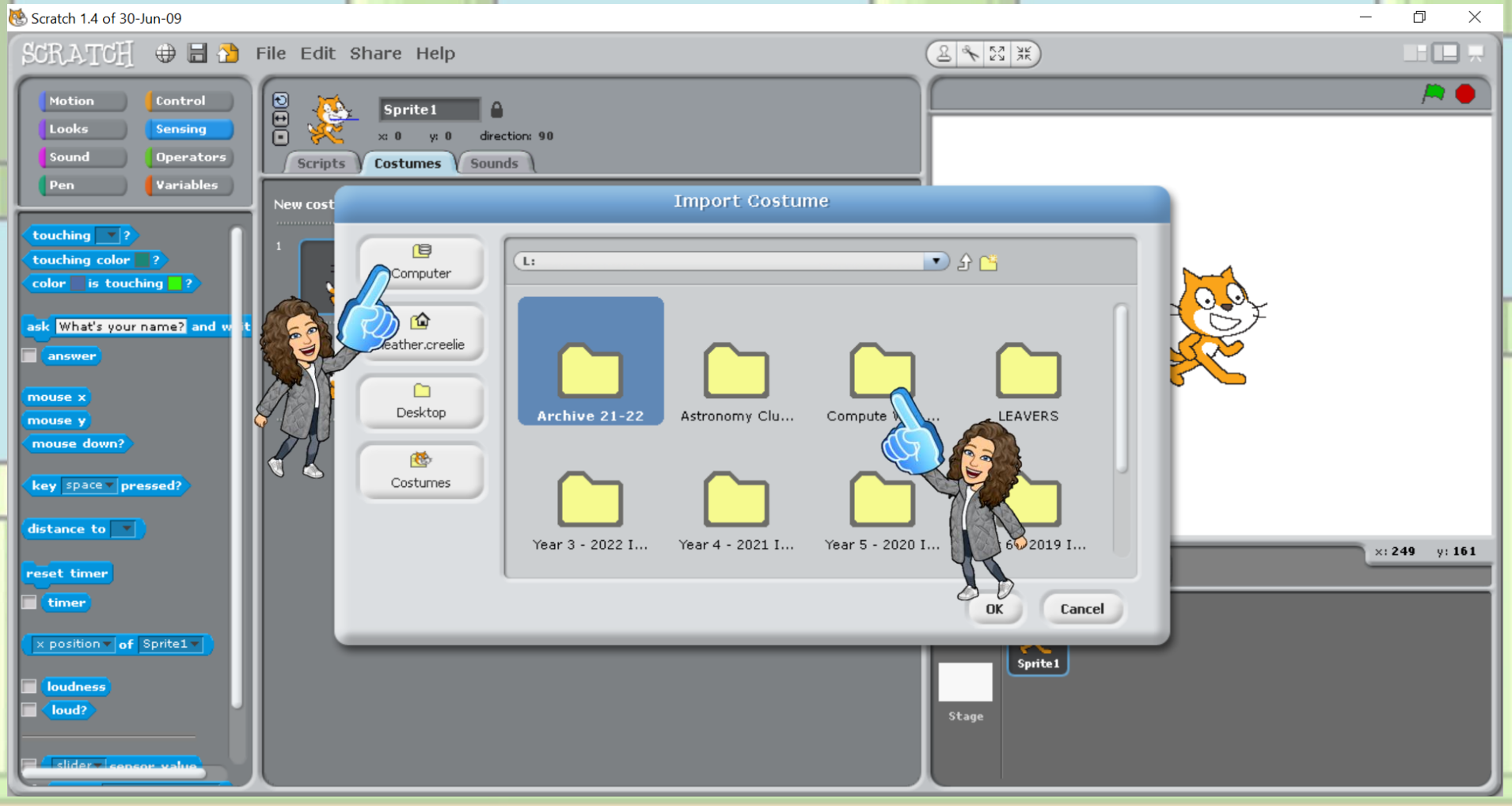
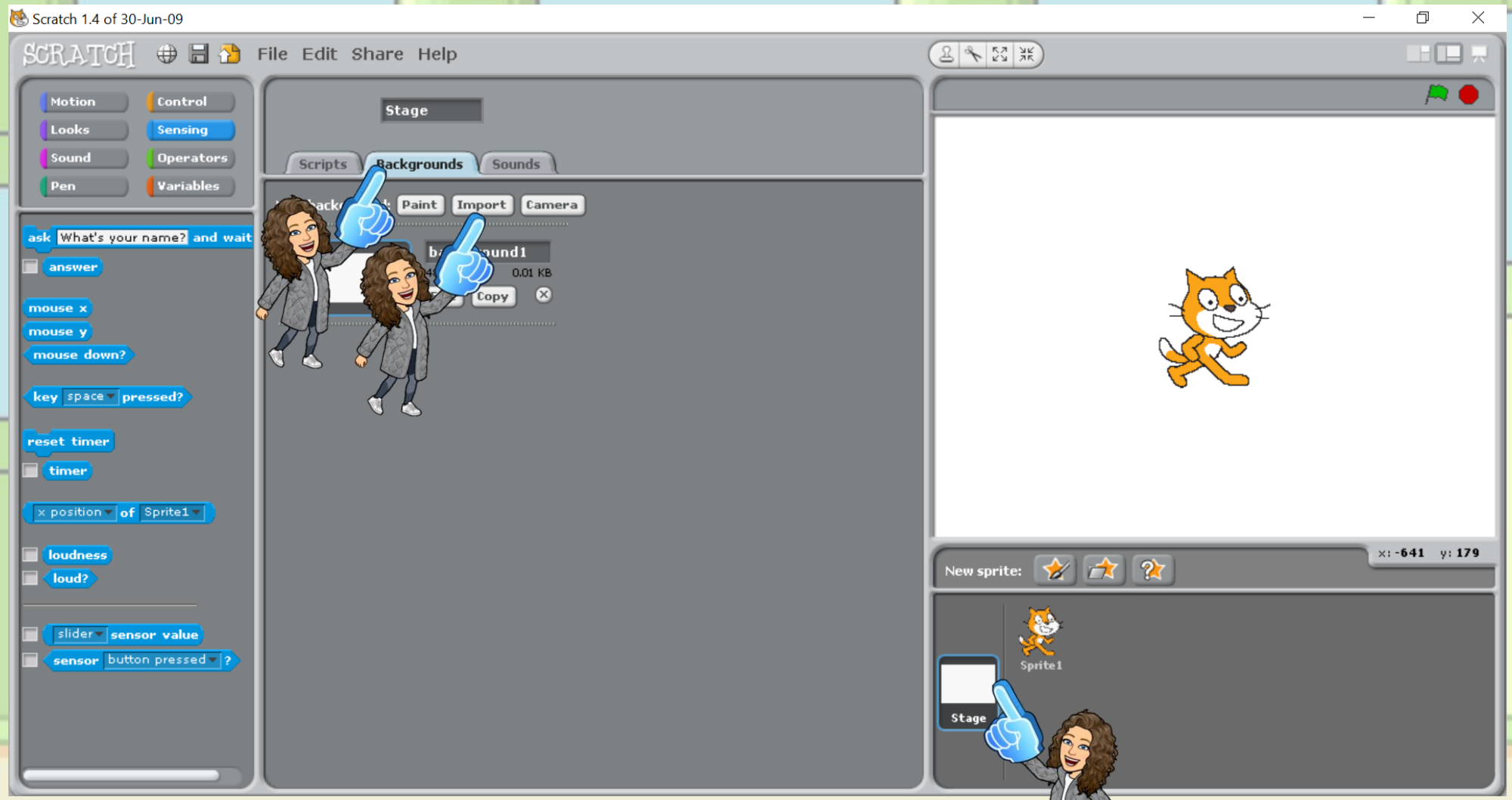


Computer > L: > Compute With Me! > Birds

Step 2: Changing the background



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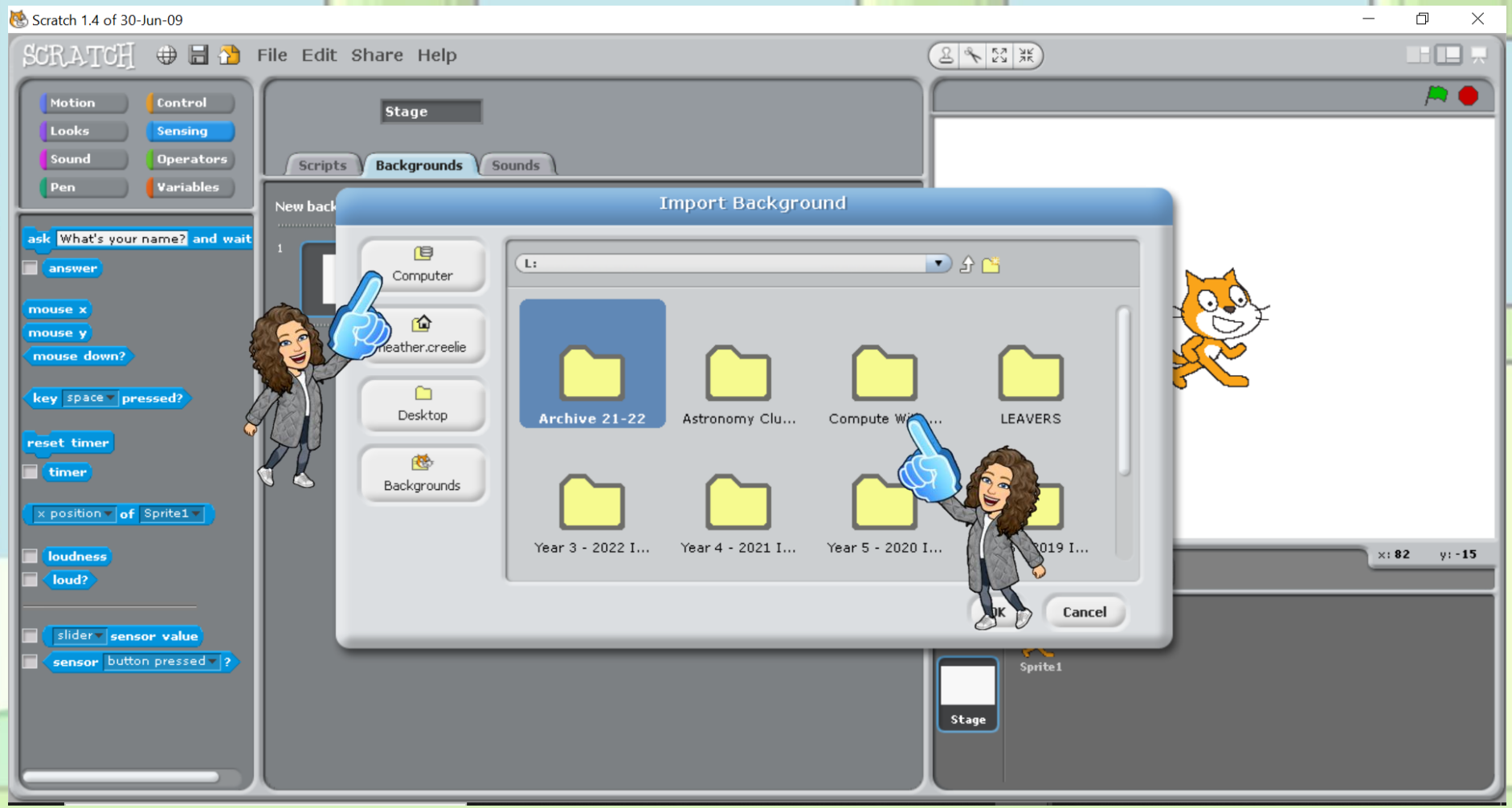


Computer > L: > Compute With Me! > Backgrounds

You should now have something that resembles this . . .

Step 3: Making the bird flap (or jump up and down!)

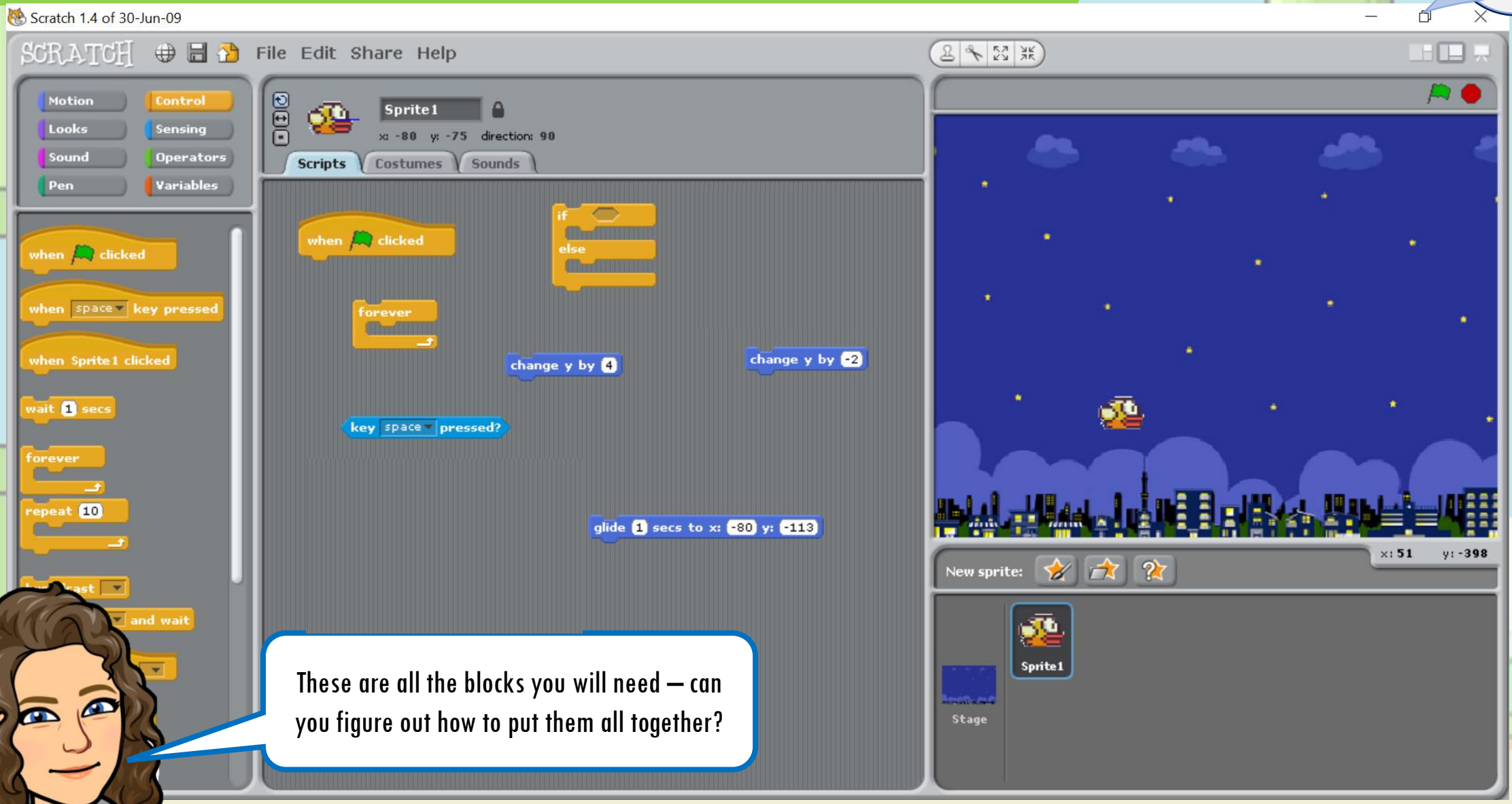
What do we know controls the bird?

What happens when you aren't controlling it?

Can you think of any blocks that might helpful?

If you were to give instructions to a person, what would they be?

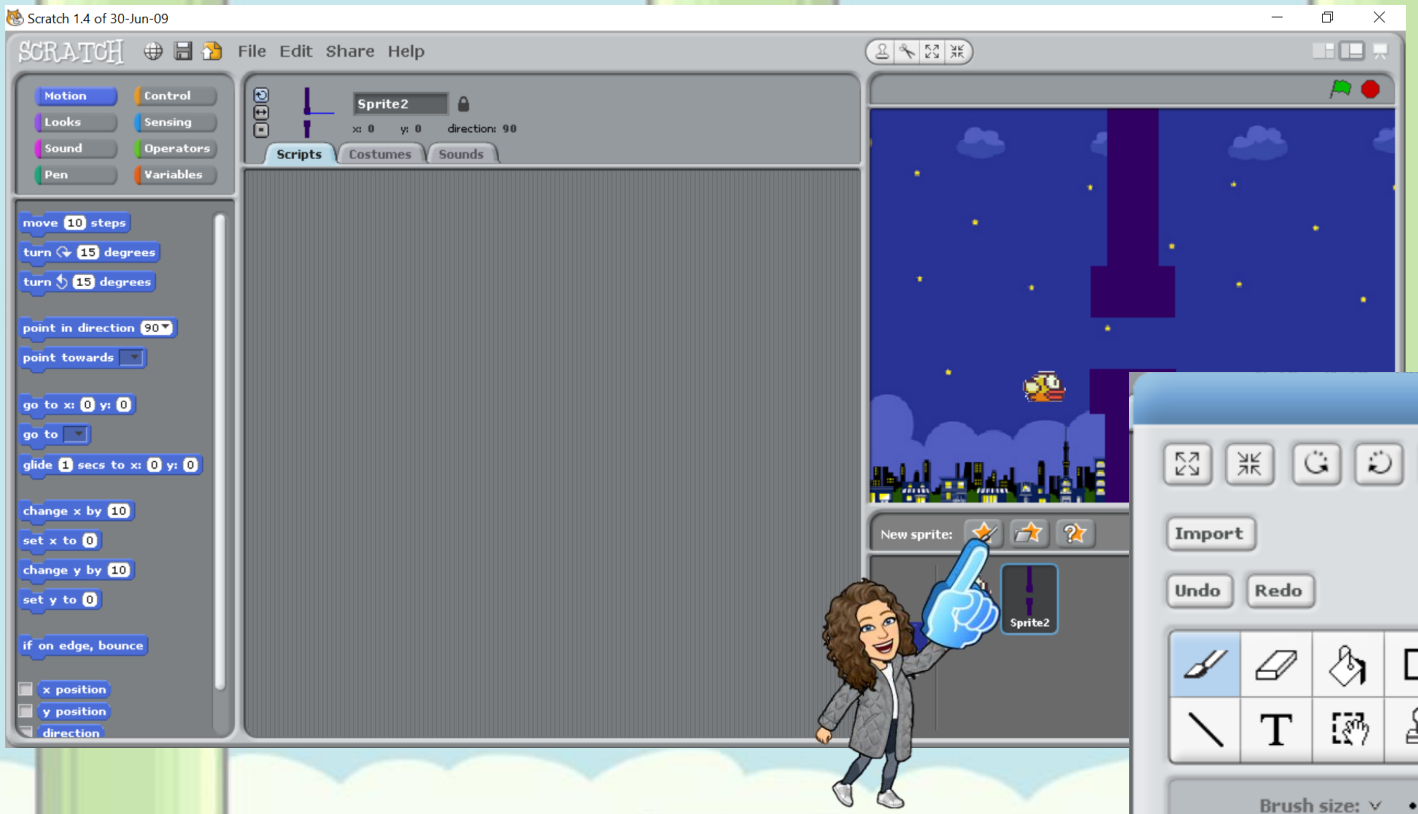
Step 3: Making the bird flap (or jump up and down!)

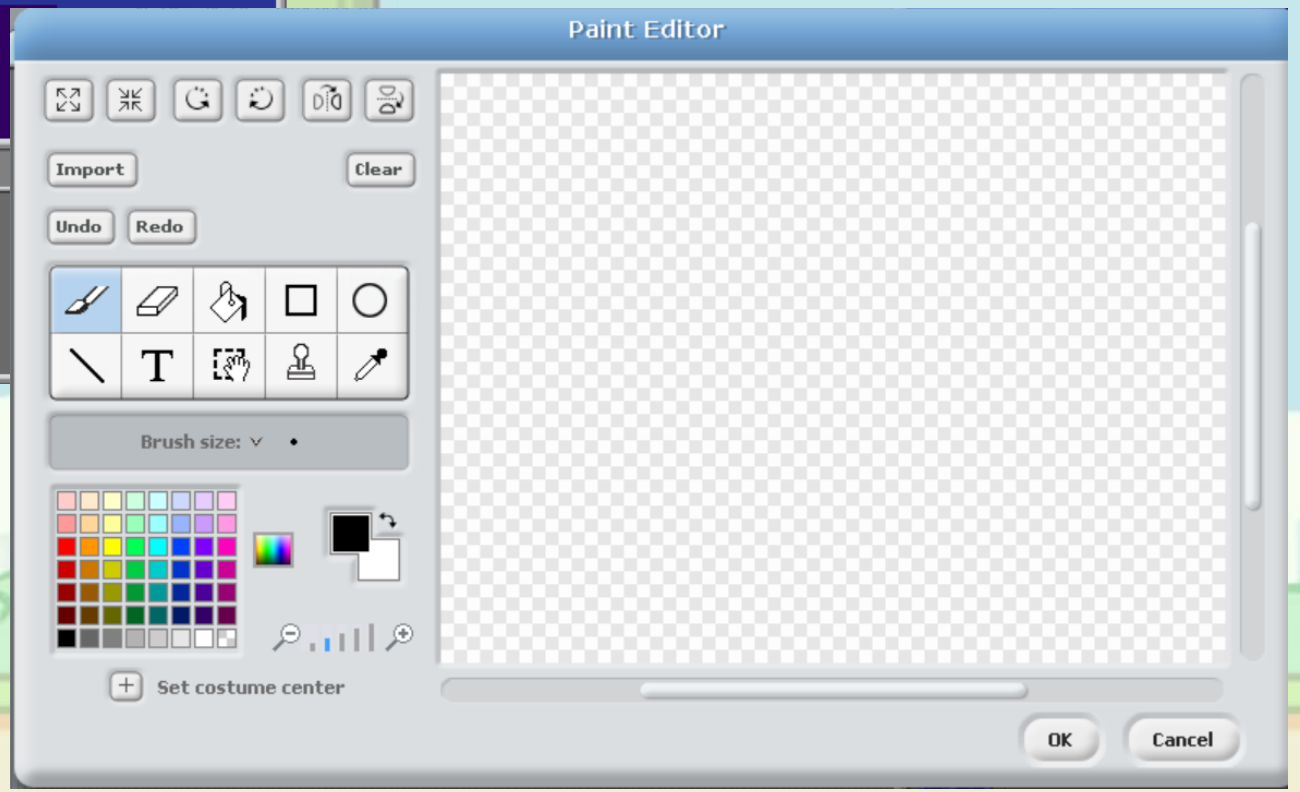


These are all the blocks you will need – can you figure out how to put them all together?

Step 3: Making the bird flap (or jump up and down!)

Step 4: Making the pipes and moving them





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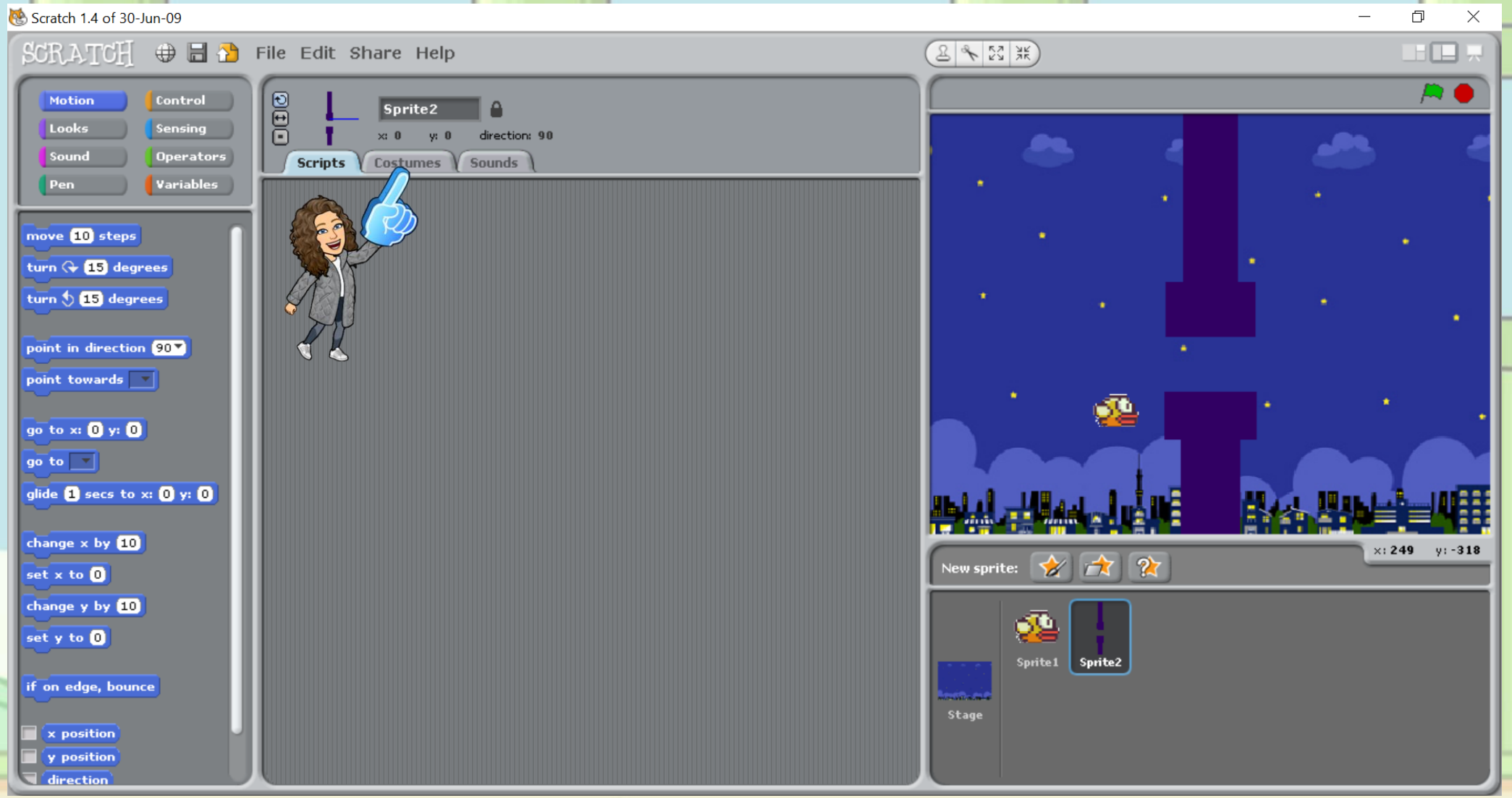

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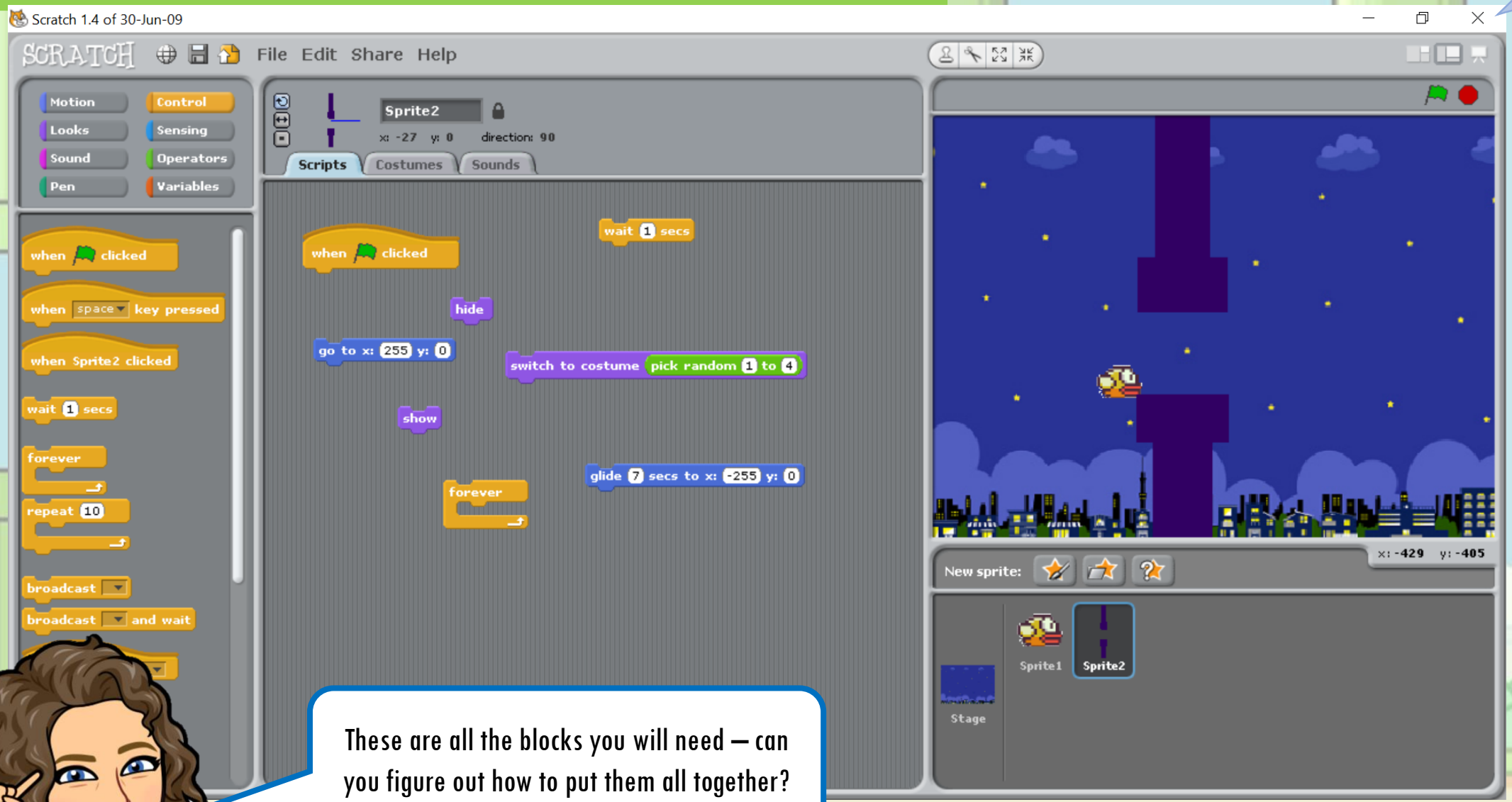

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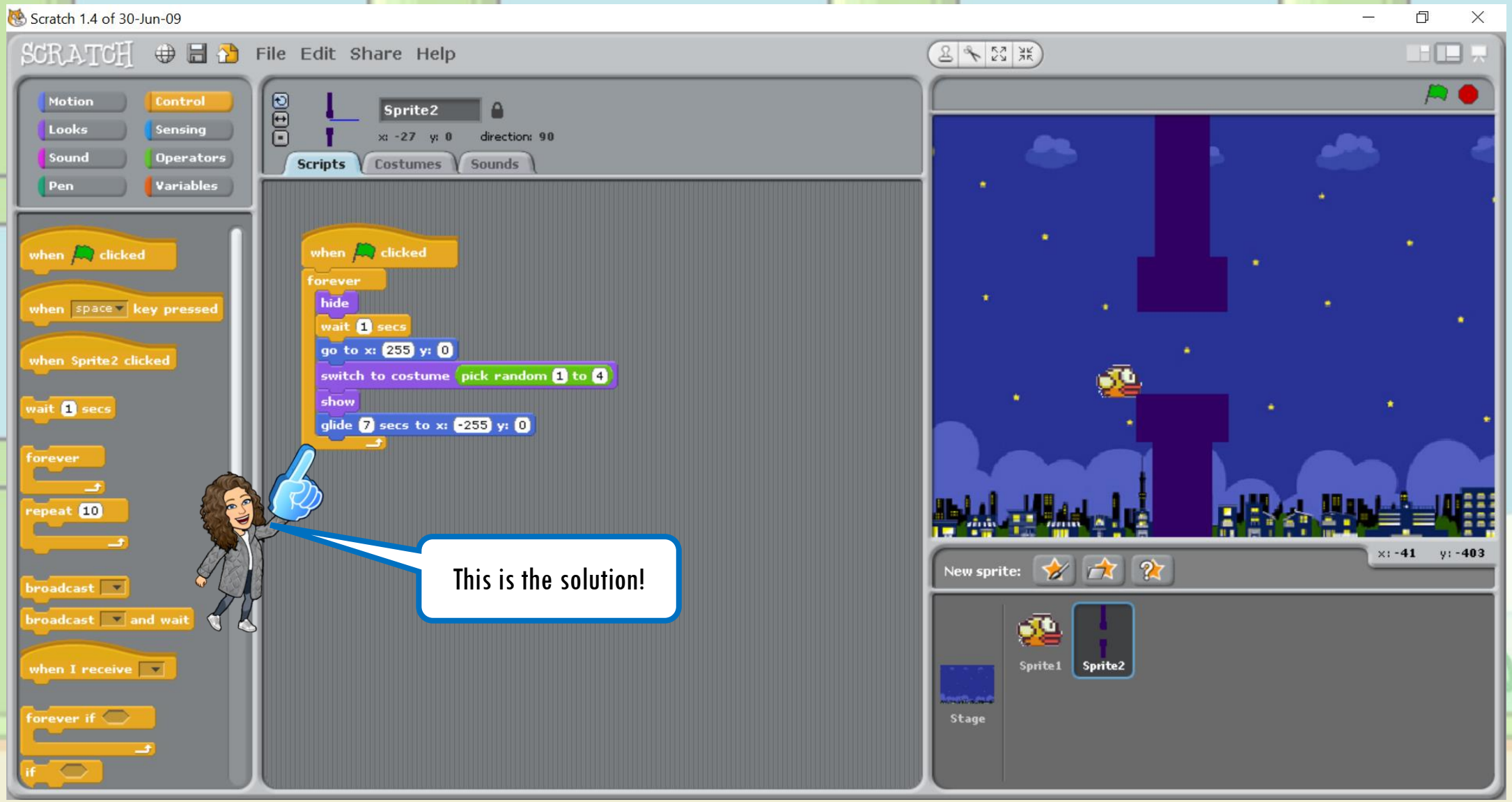
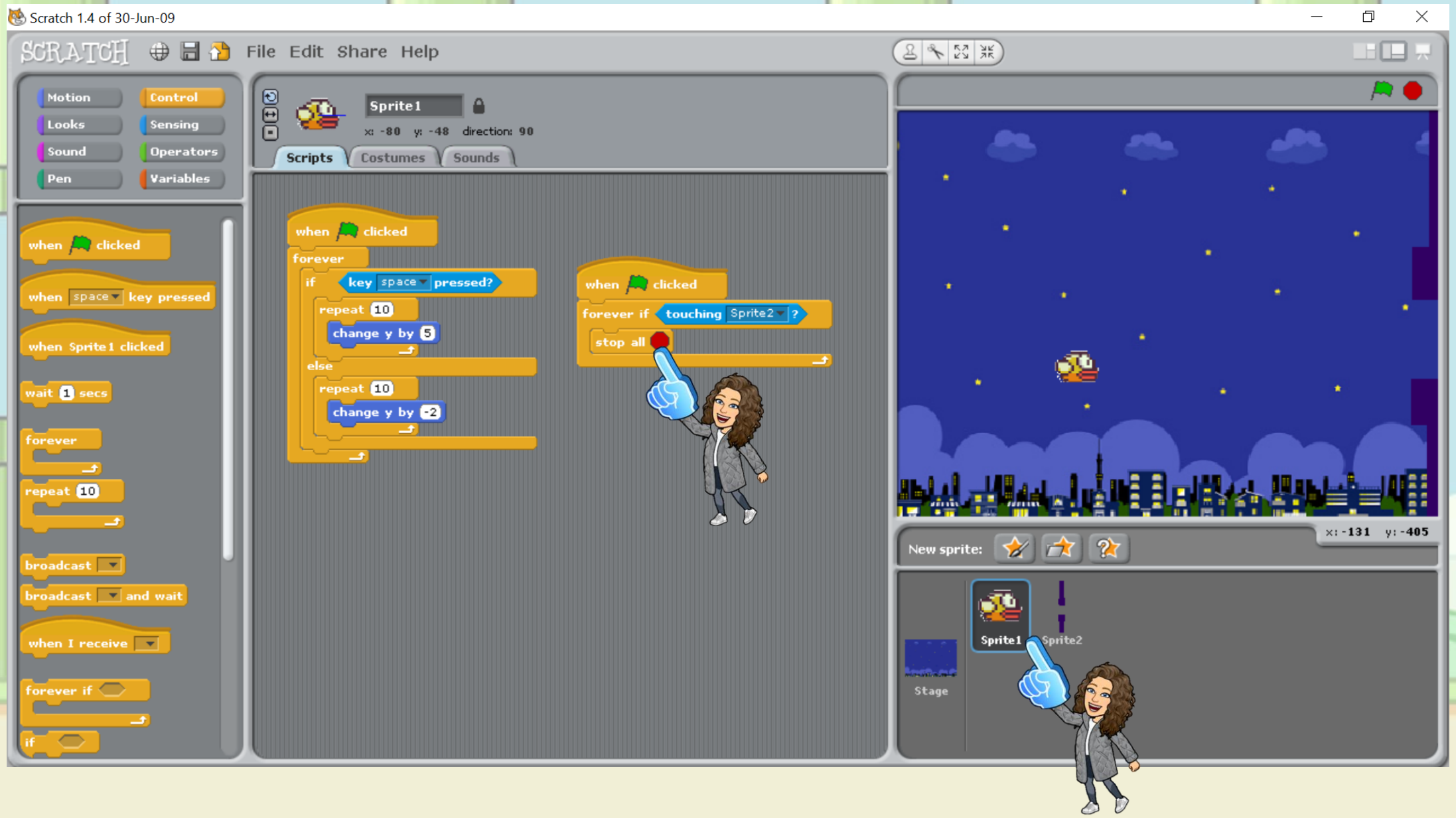


Step 5: Losing the game!

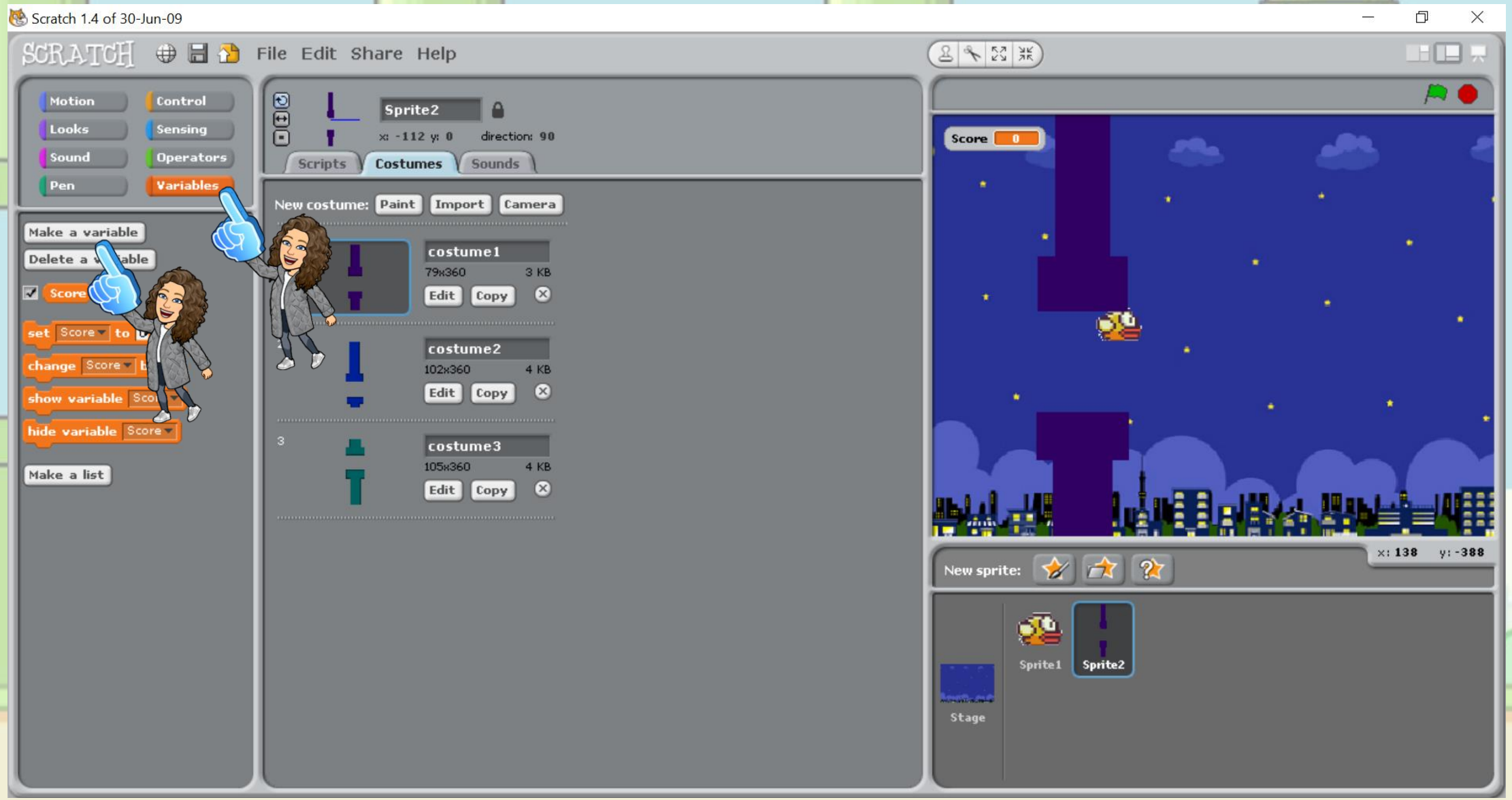
What do we know will cause someone to lose the game?

Have a look at the coding blocks on Scratch. Which do you think we will need to use and why?

Step 5: Losing the game!



Step 6: Adding a score



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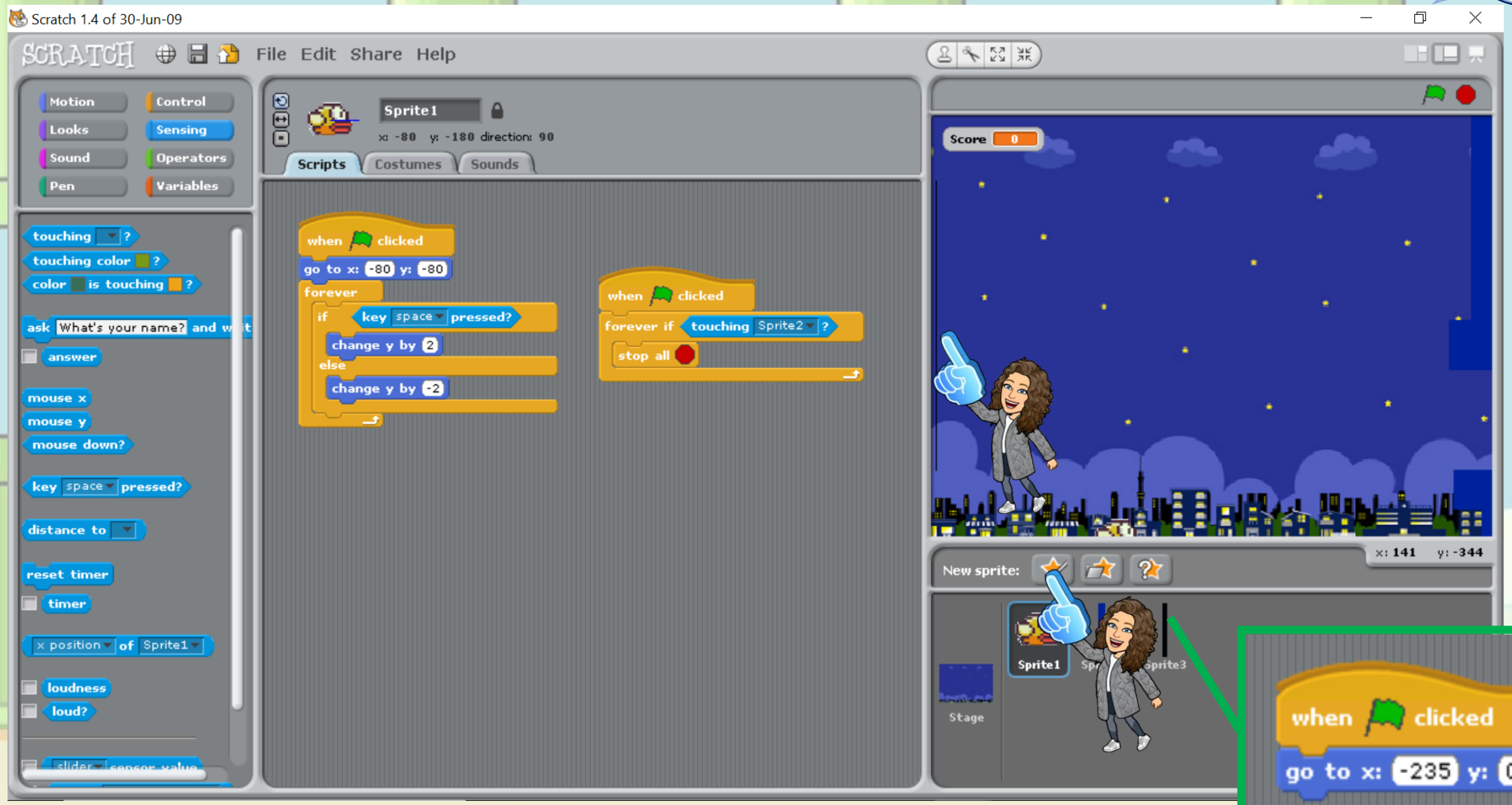

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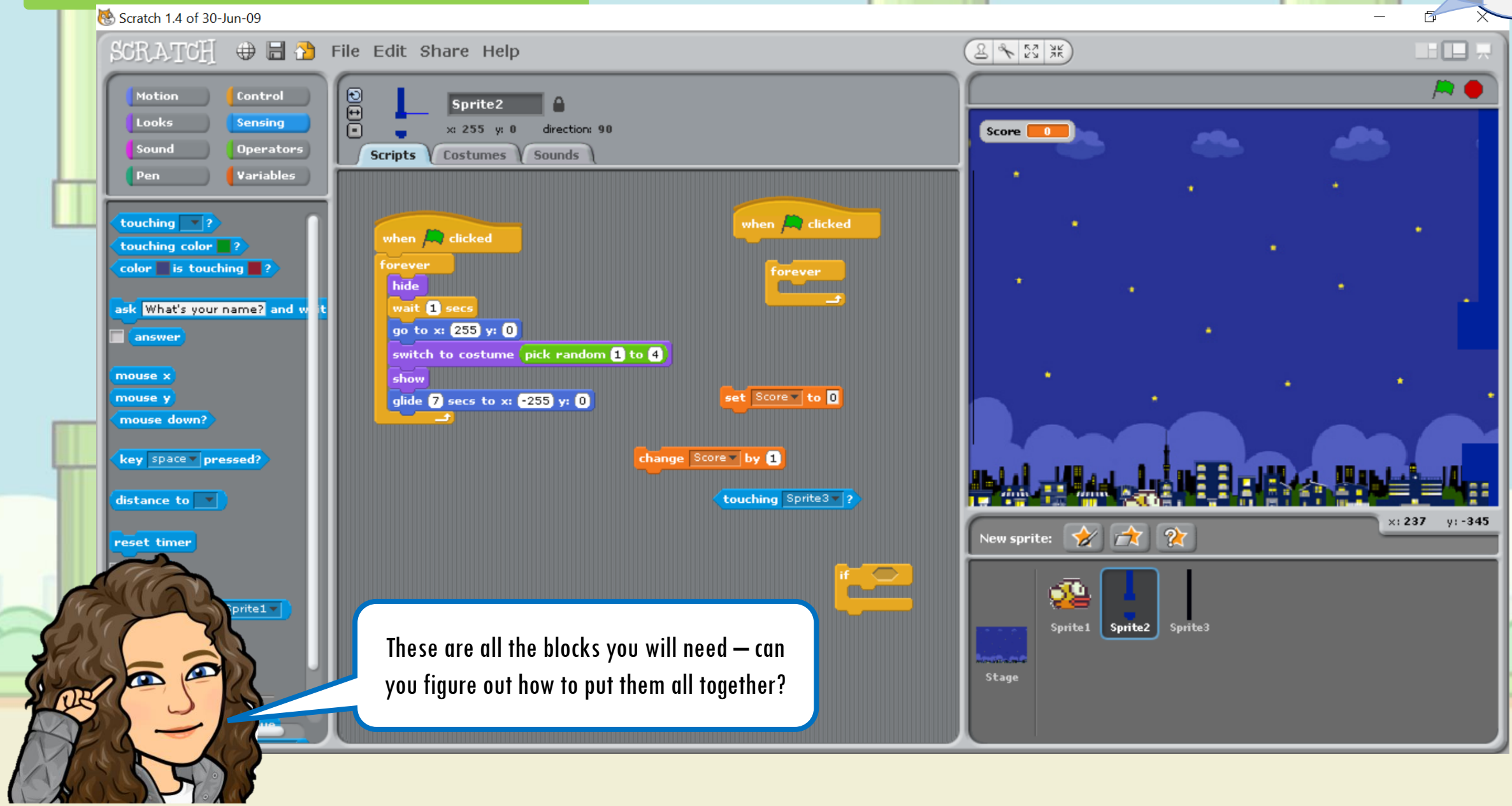

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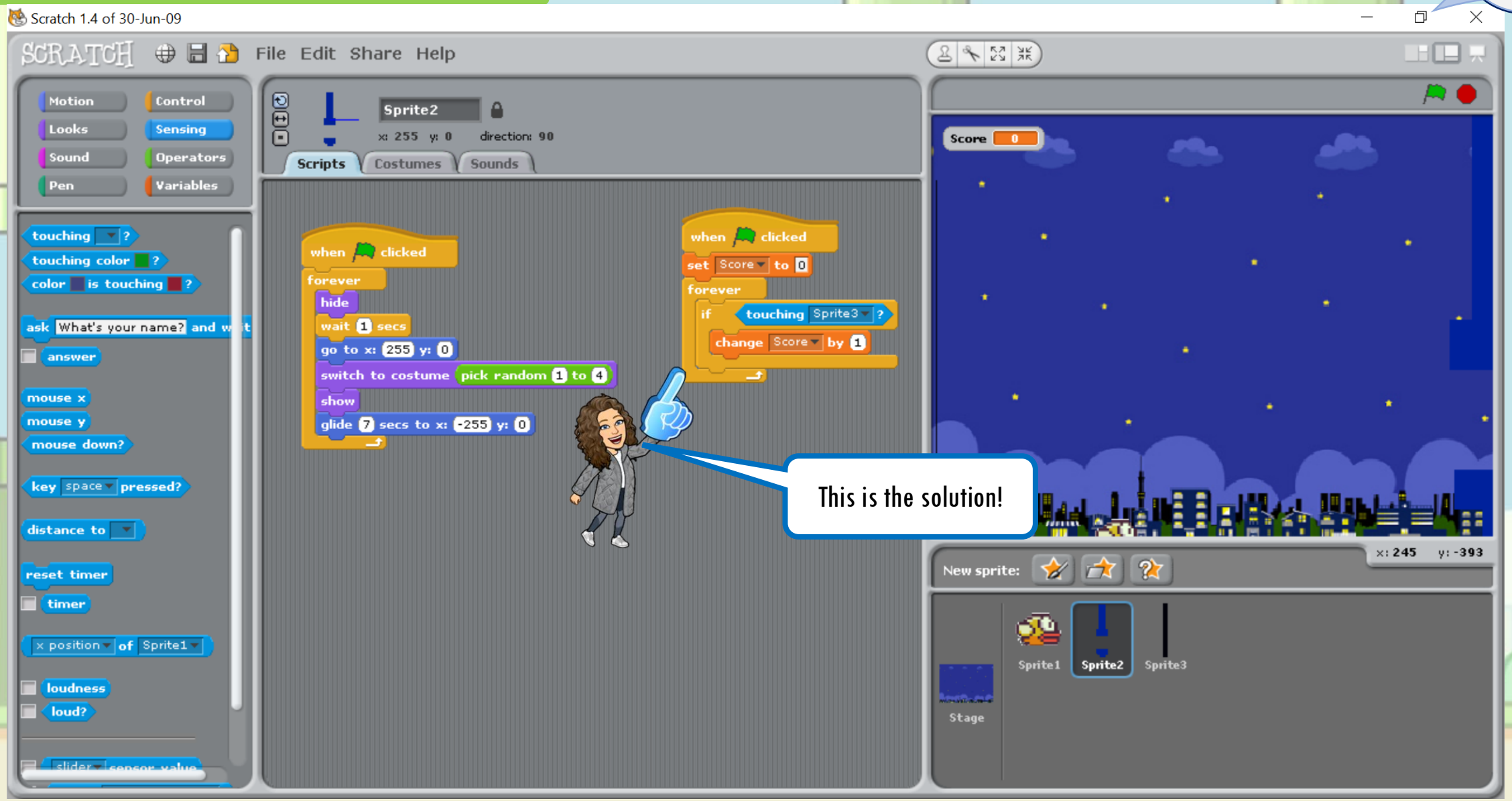

Have fun playing your game!

Thank you so much for coming to our first ever ‘Compute With Me’ workshop – we hope you enjoyed it! 😂