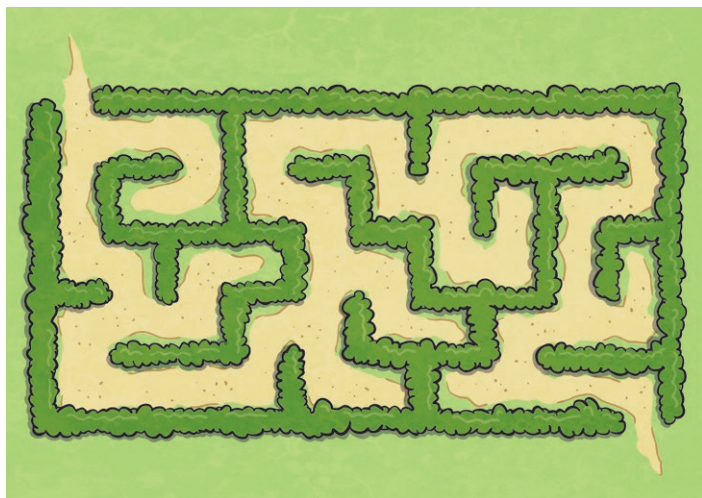


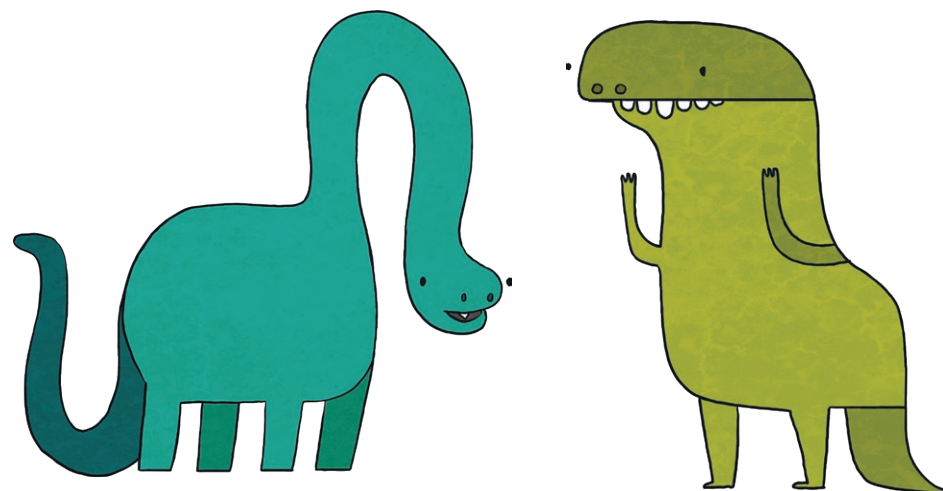
Scratch – Developing Games Challenge Cards

Can you draw a background in Scratch to make a simple maze?



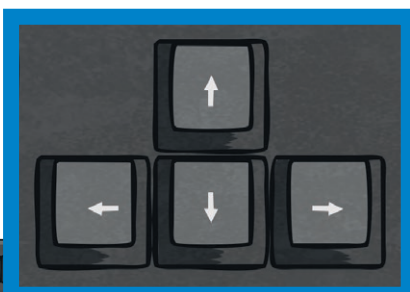
Scratch – Developing Games Challenge Cards

Can you select and change the sprite to choose a new character?



Scratch – Developing Games Challenge Cards

Can you write the code that makes the sprite move when the arrow keys are pressed?



Scratch – Developing Games Challenge Cards

Can you use the paint tools to design and draw your own sprite?



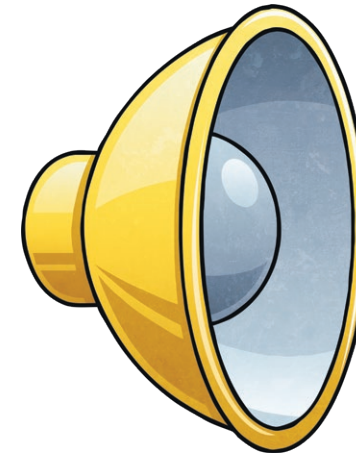
Scratch – Developing Games Challenge Cards

Which block(s) would you use to change an existing background to a new background?



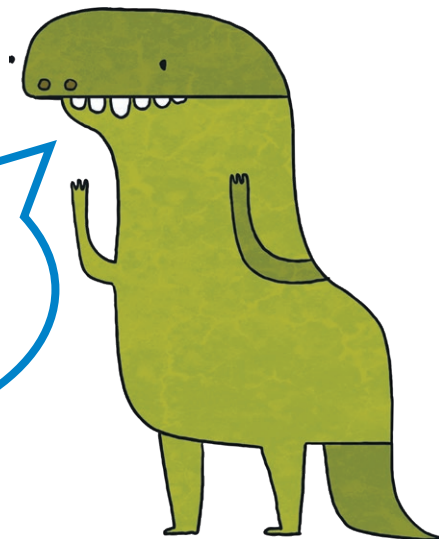
Scratch – Developing Games Challenge Cards

Which block(s) would you use to add sound to your code?



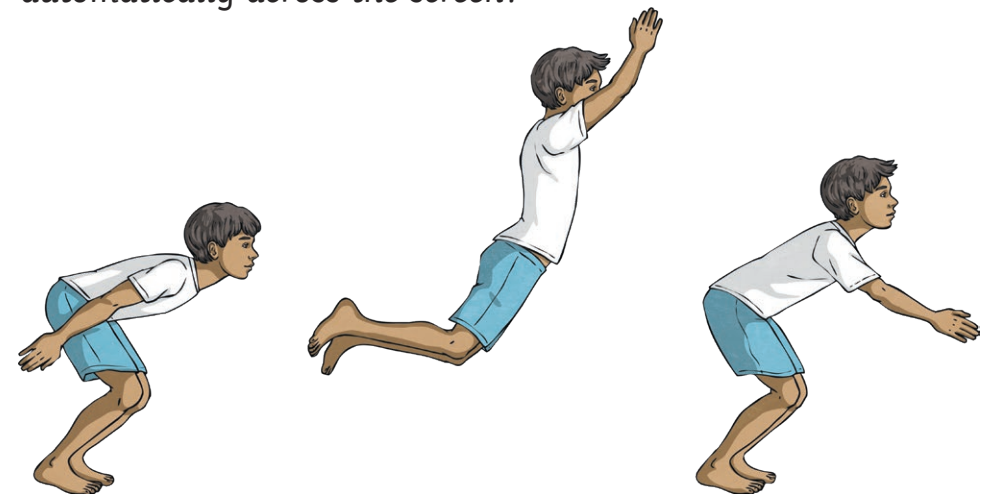
Scratch – Developing Games Challenge Cards

Which block(s) would you use to make your character say something in a speech bubble?



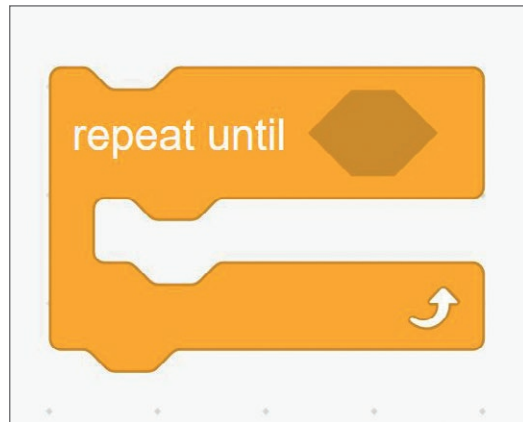
Scratch – Developing Games Challenge Cards

Which block(s) would you use to make a sprite move automatically across the screen?



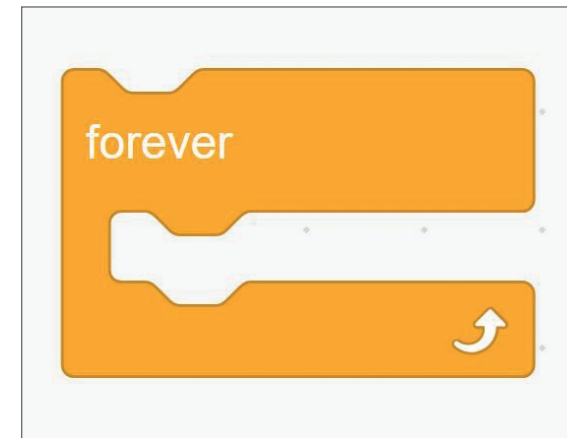
Scratch – Developing Games Challenge Cards

Describe how you would use the '**Repeat Until**' block.



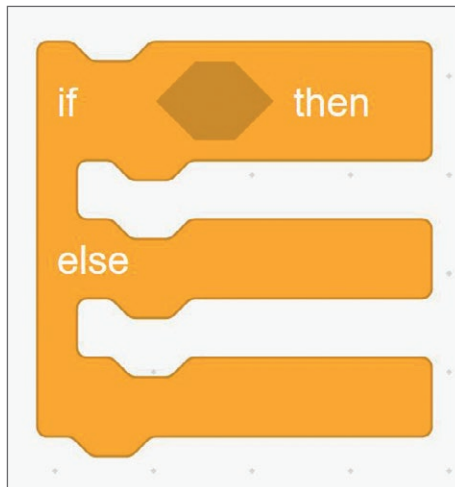
Scratch – Developing Games Challenge Cards

Describe how you would use the '**Forever**' block.



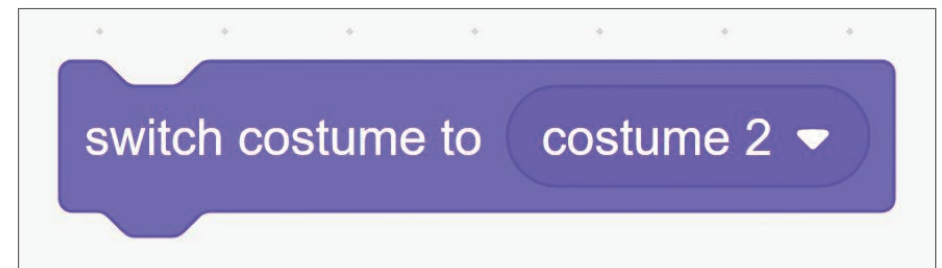
Scratch – Developing Games Challenge Cards

Describe how you would use the '**If Then Else**' block.



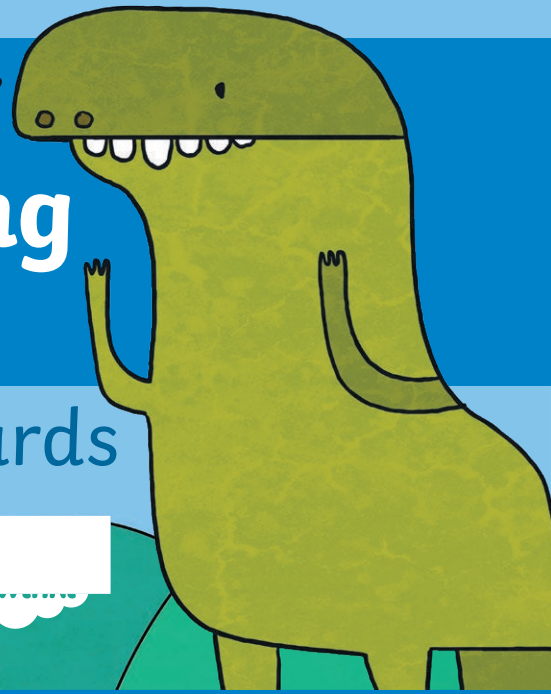
Scratch – Developing Games Challenge Cards

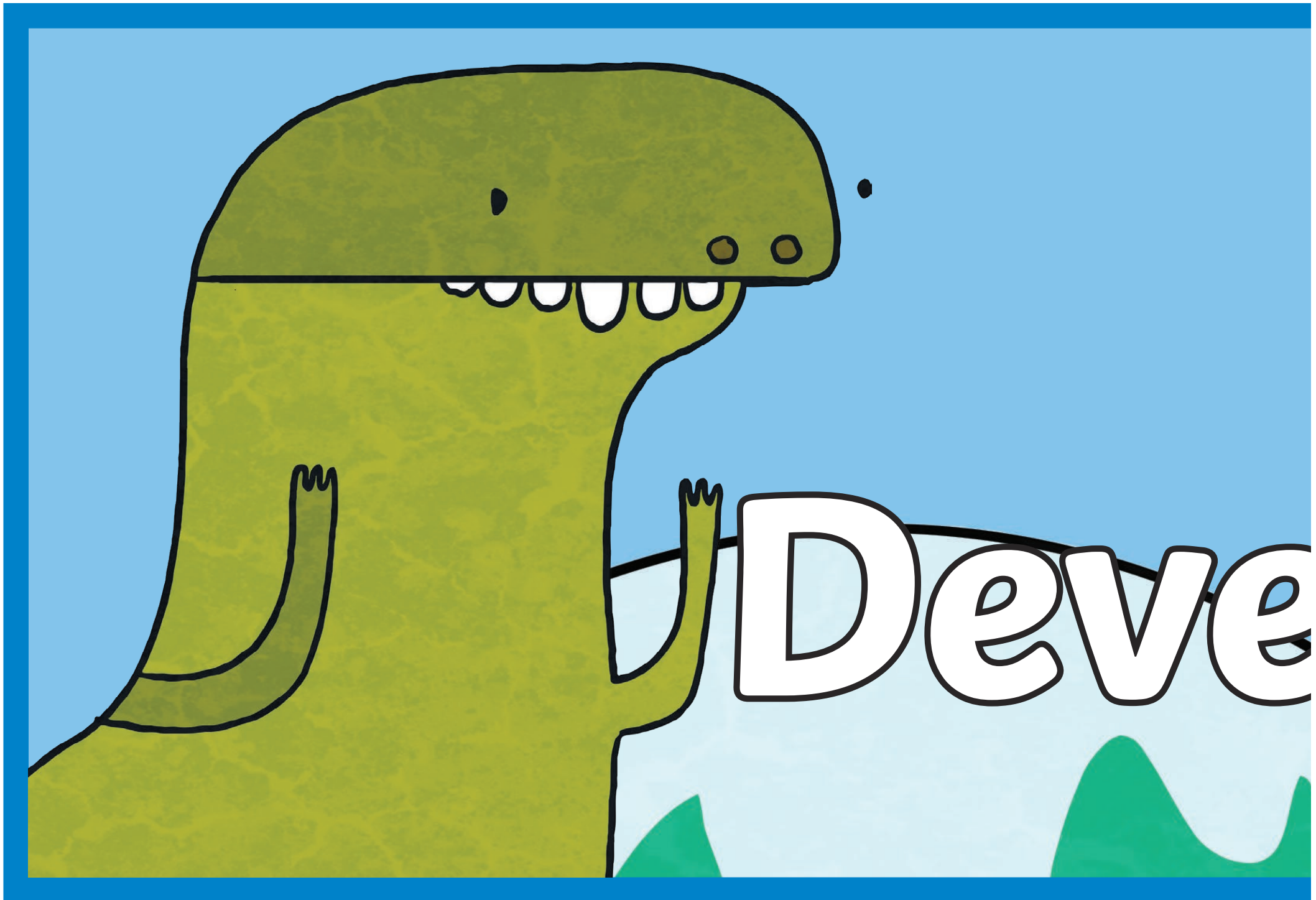
Describe how you would use the '**Switch Costume**' block.



Scratch Developing Games

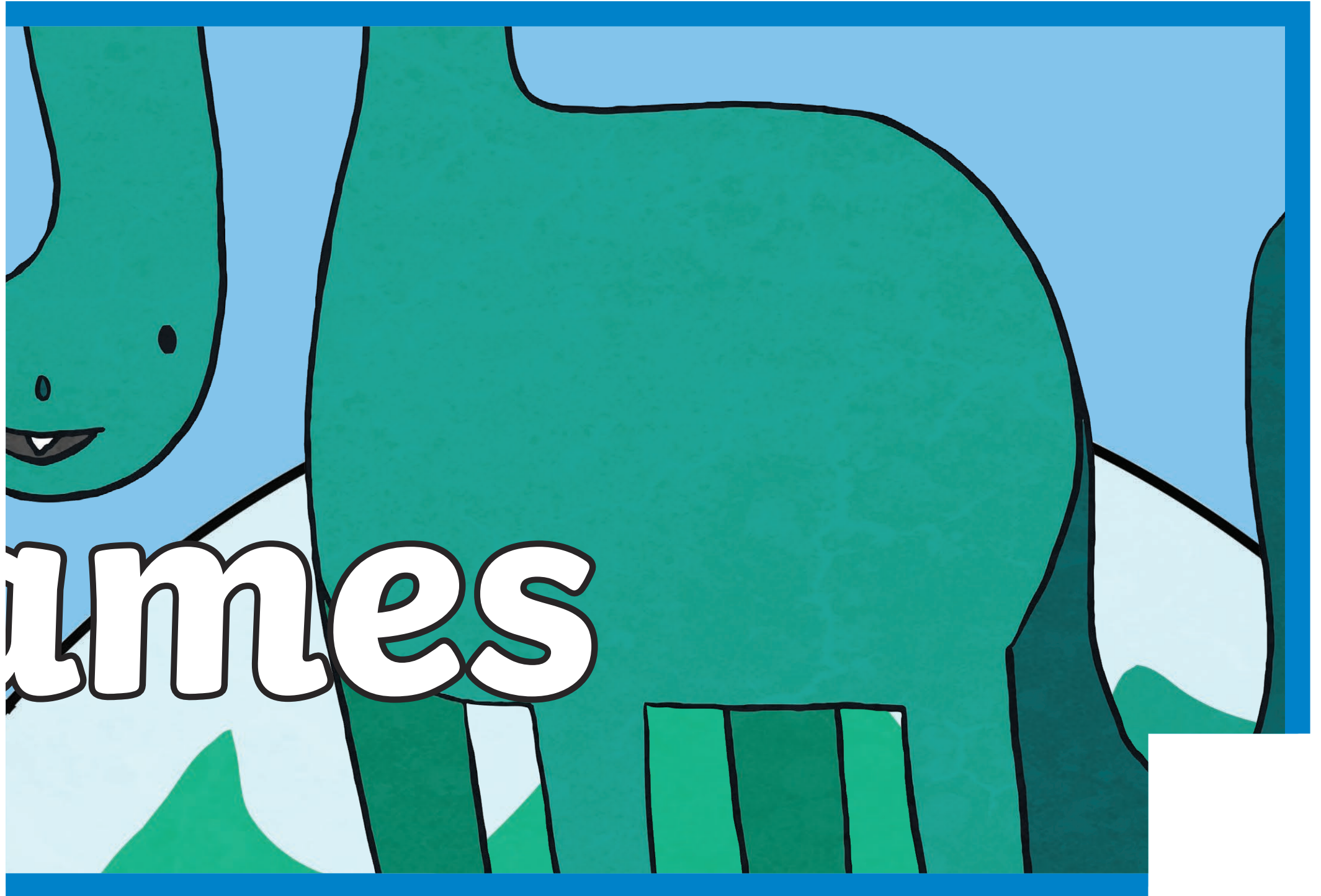
Challenge Cards

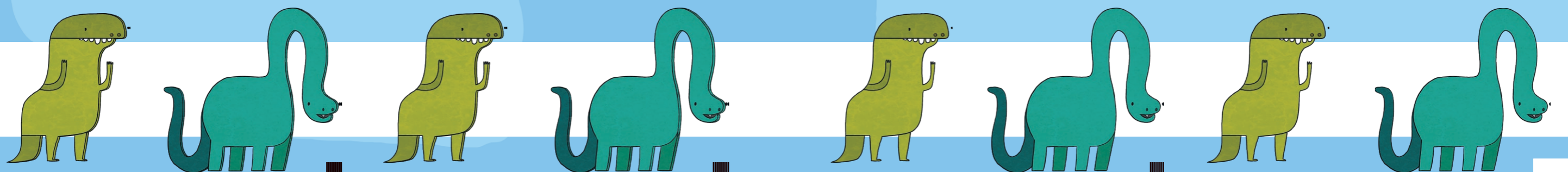
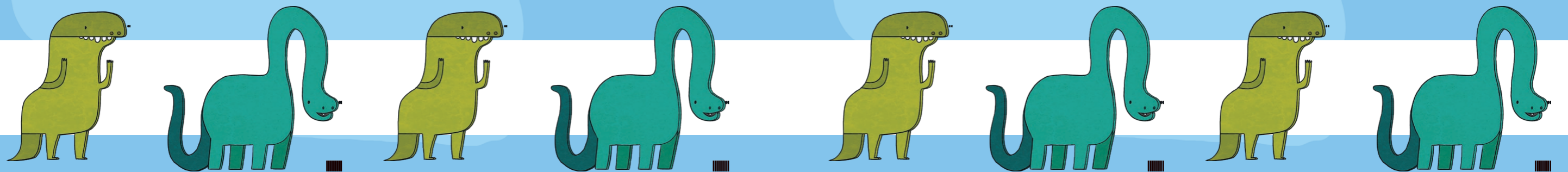
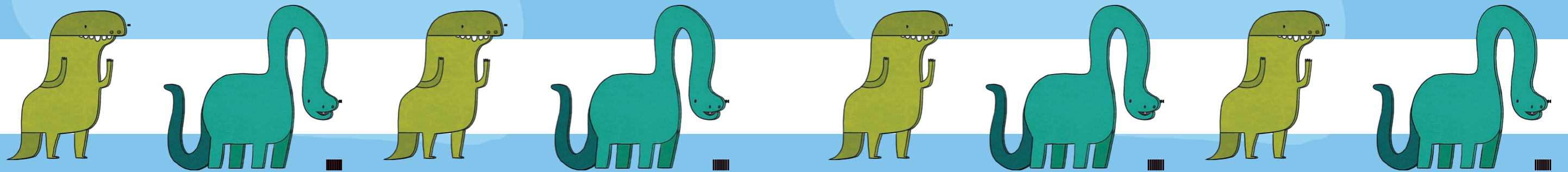
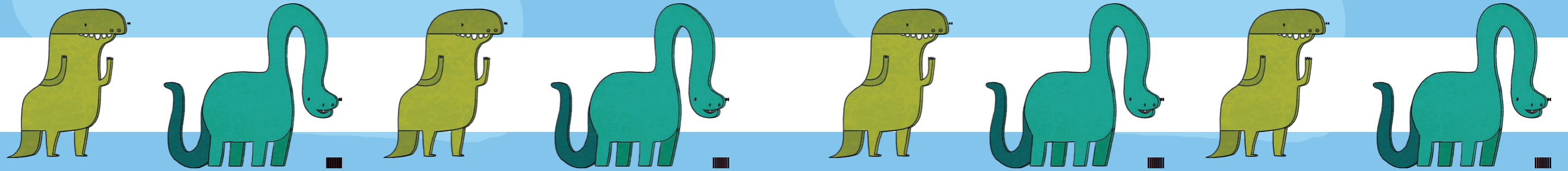
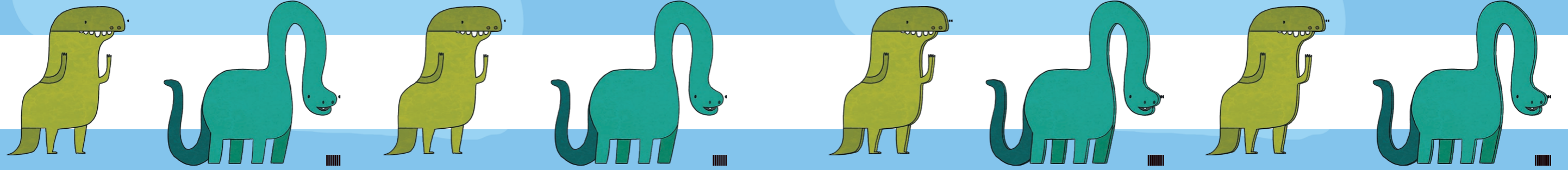


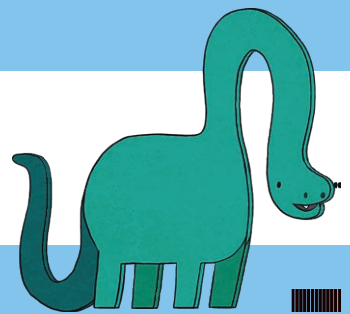
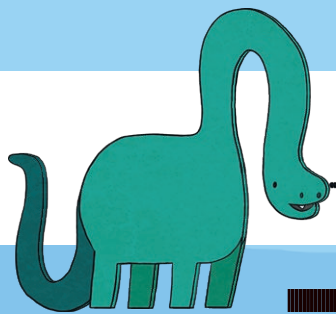
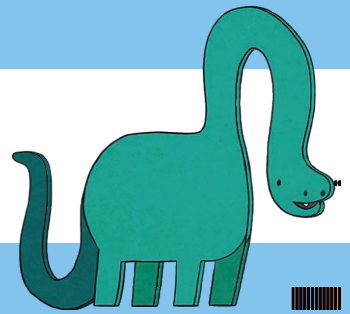
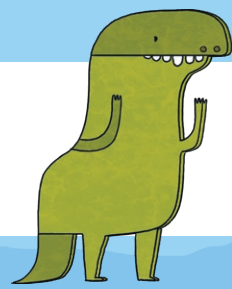
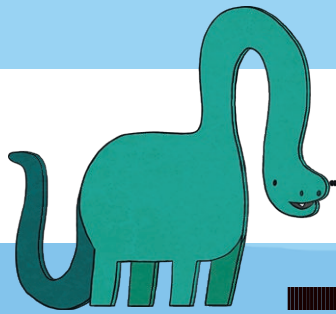
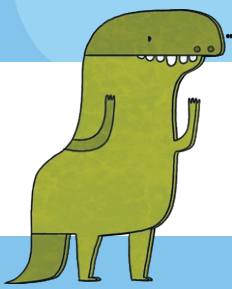
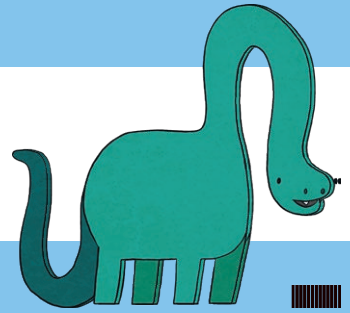
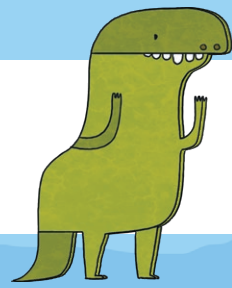
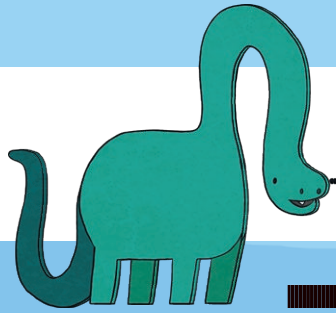
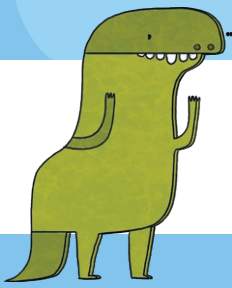
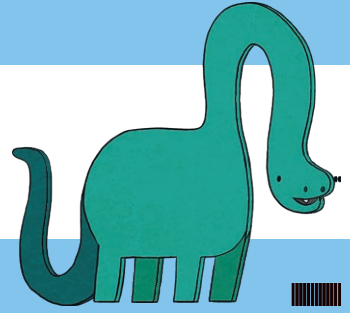
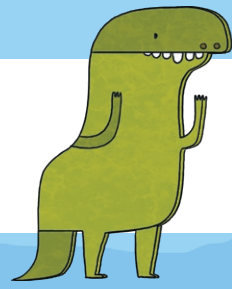
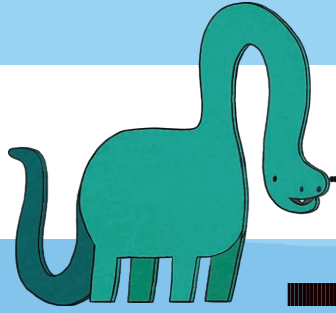
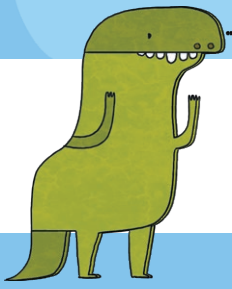
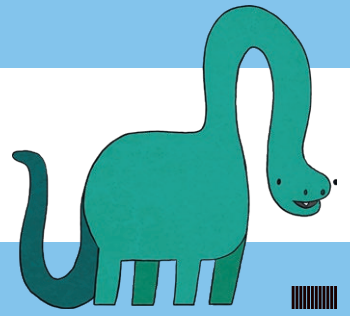
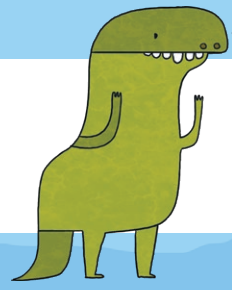
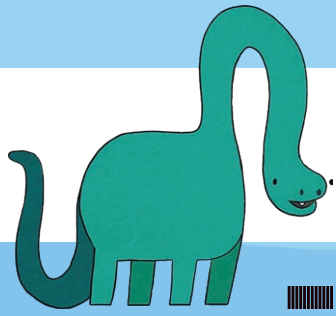
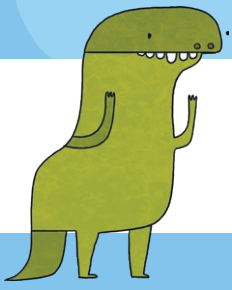


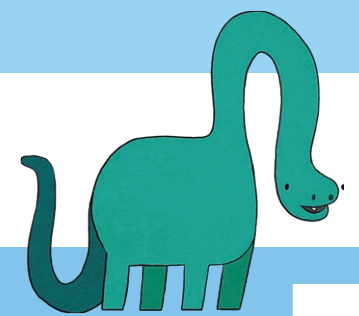
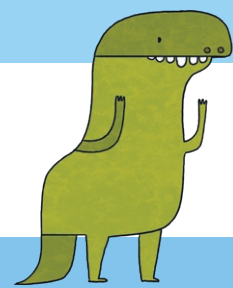
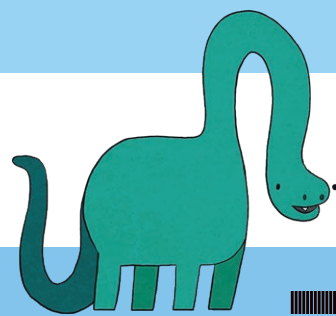
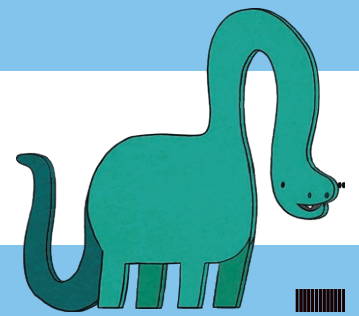
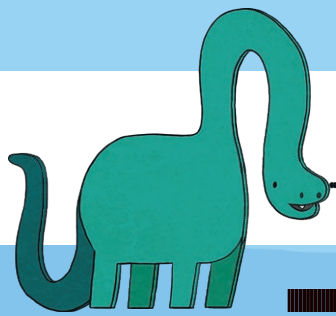
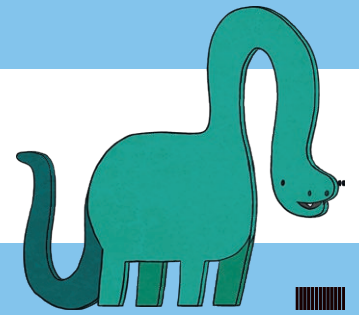
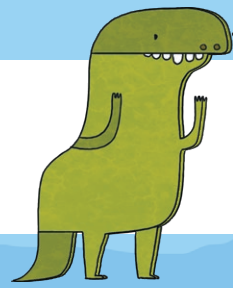
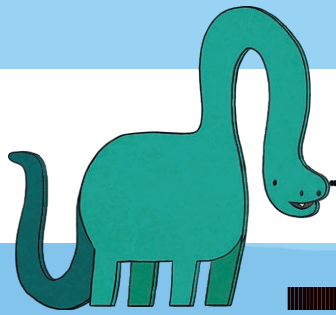
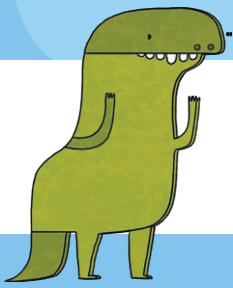
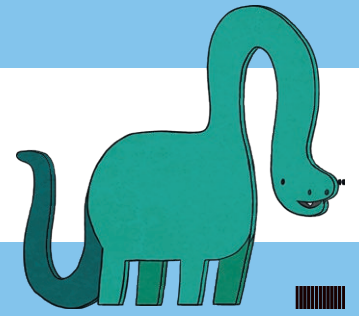
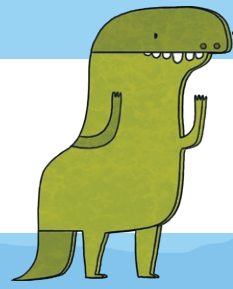
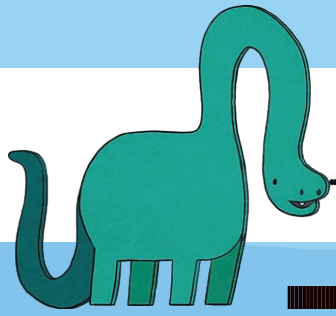
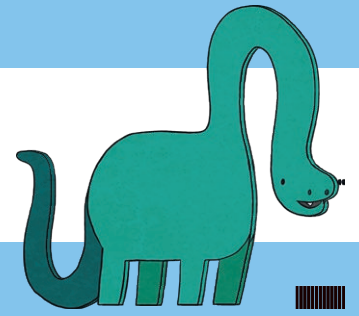
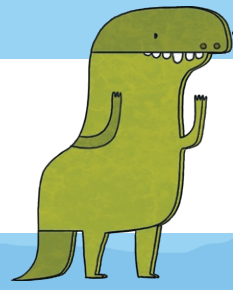
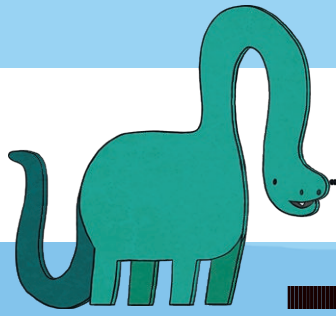
The logo features the text "Scratch Developing Game" in a white, rounded, bubbly font with a black outline. The text is set against a light blue background with a green mountain range at the bottom. On the right side, a green dinosaur head is partially visible, looking towards the left. The entire scene is framed by a blue border.

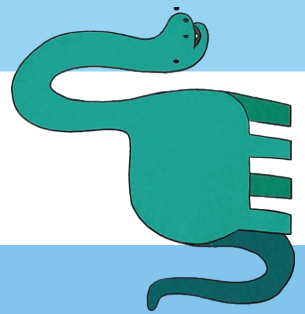
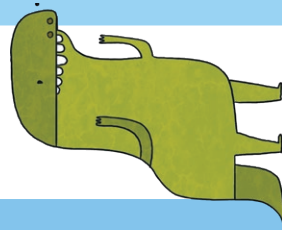
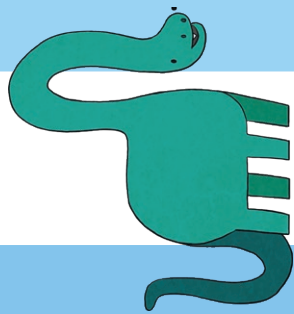
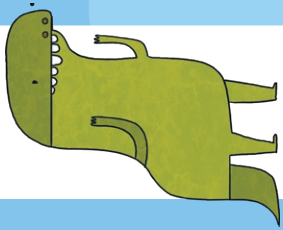
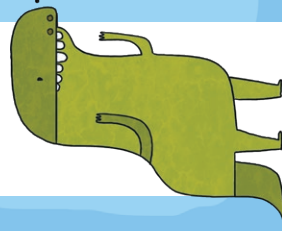
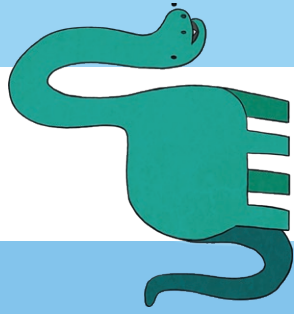
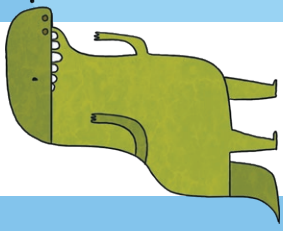
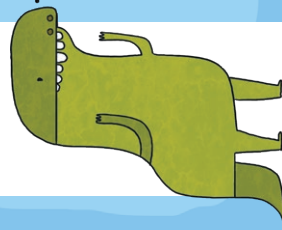
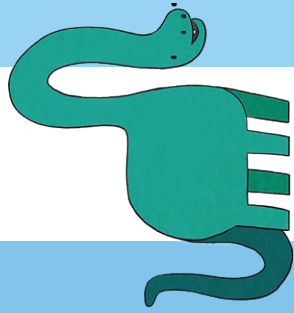
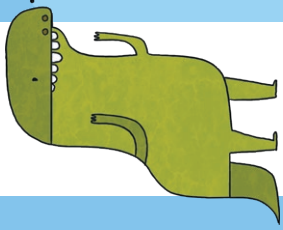
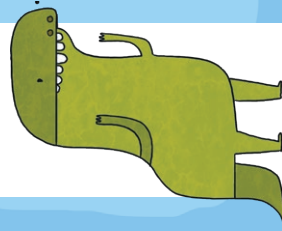
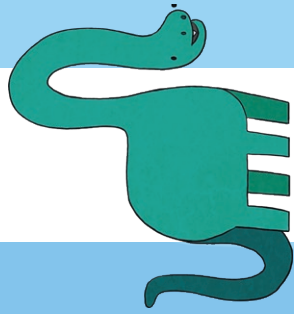
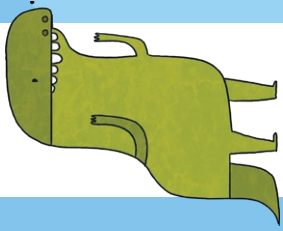
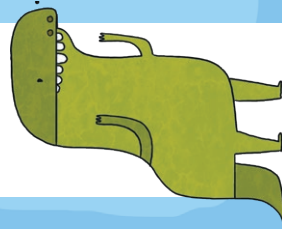
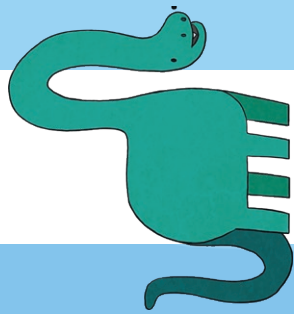
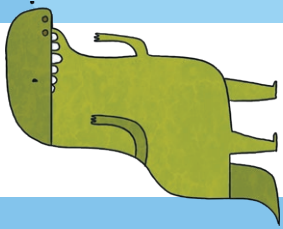
Scratch Developing Game

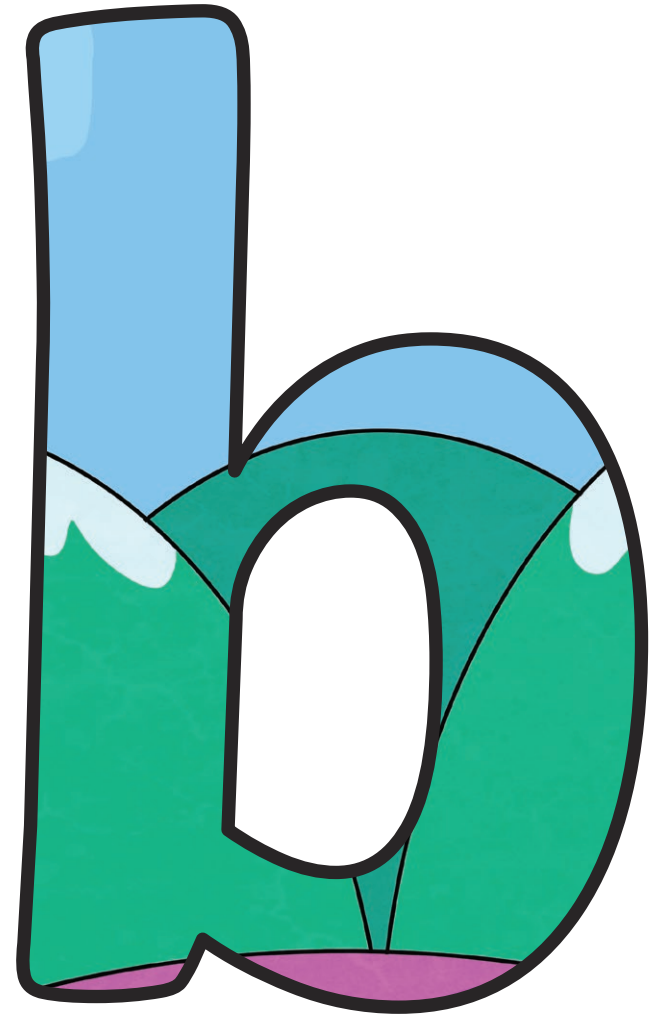


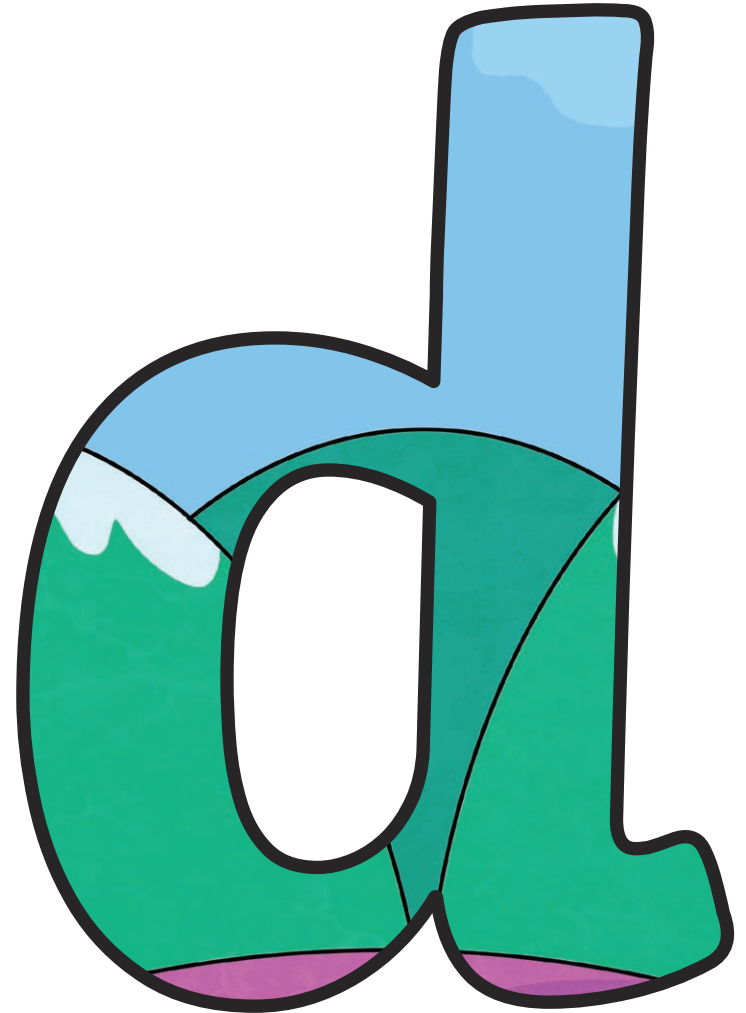
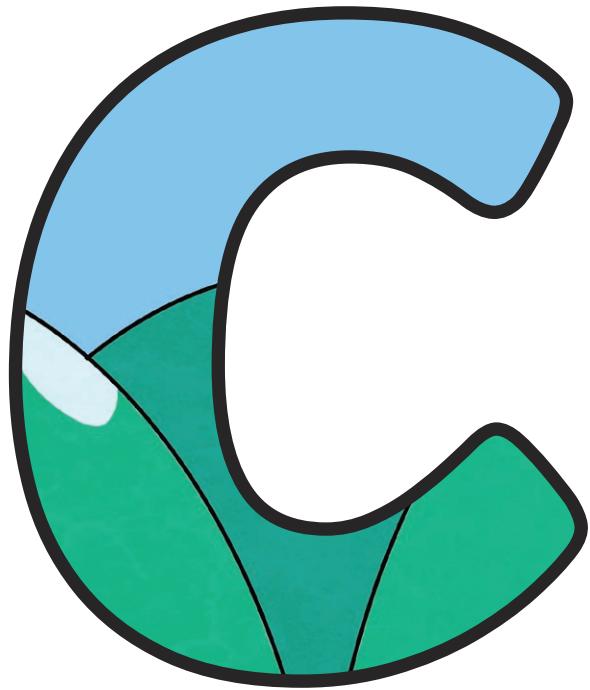


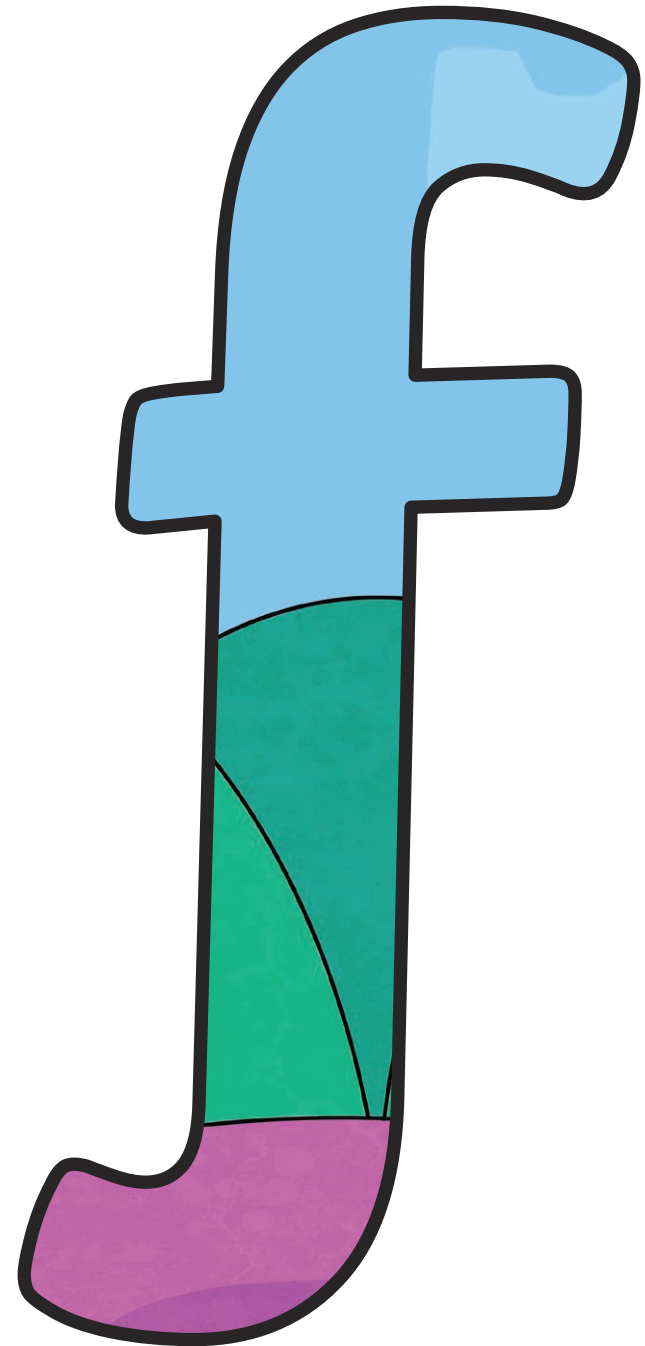
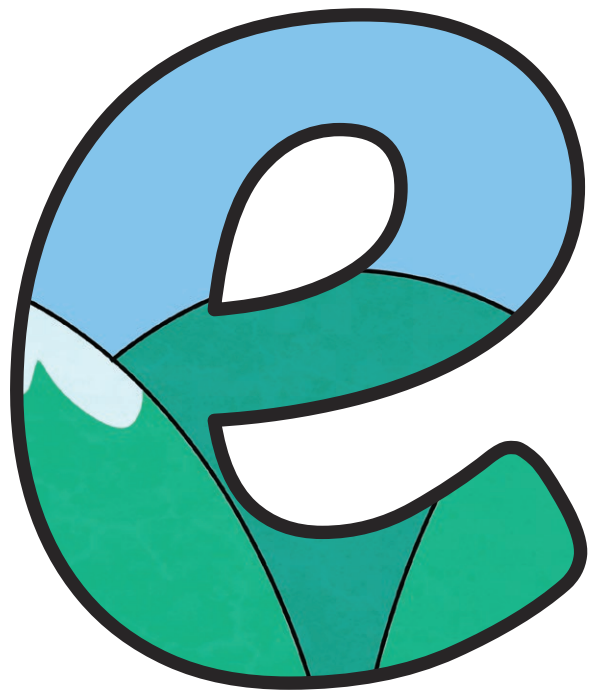


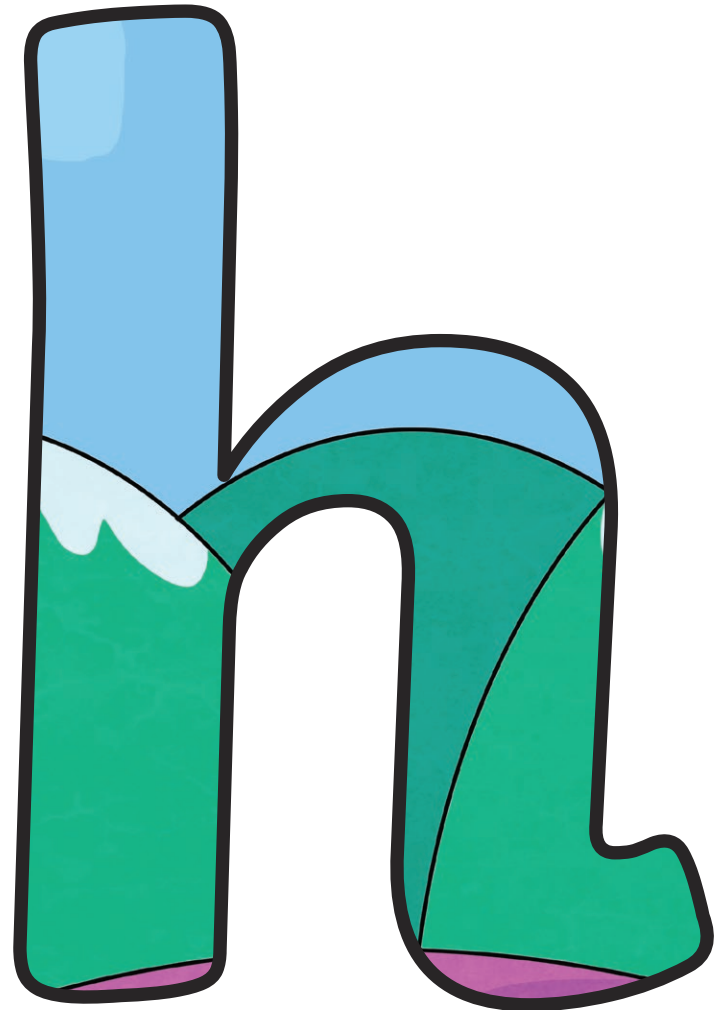
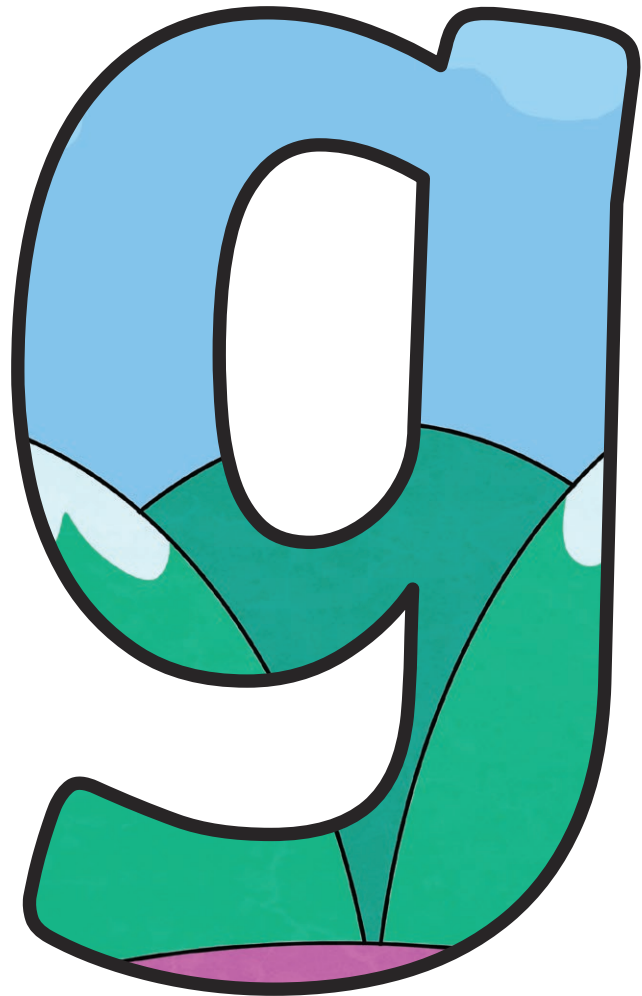


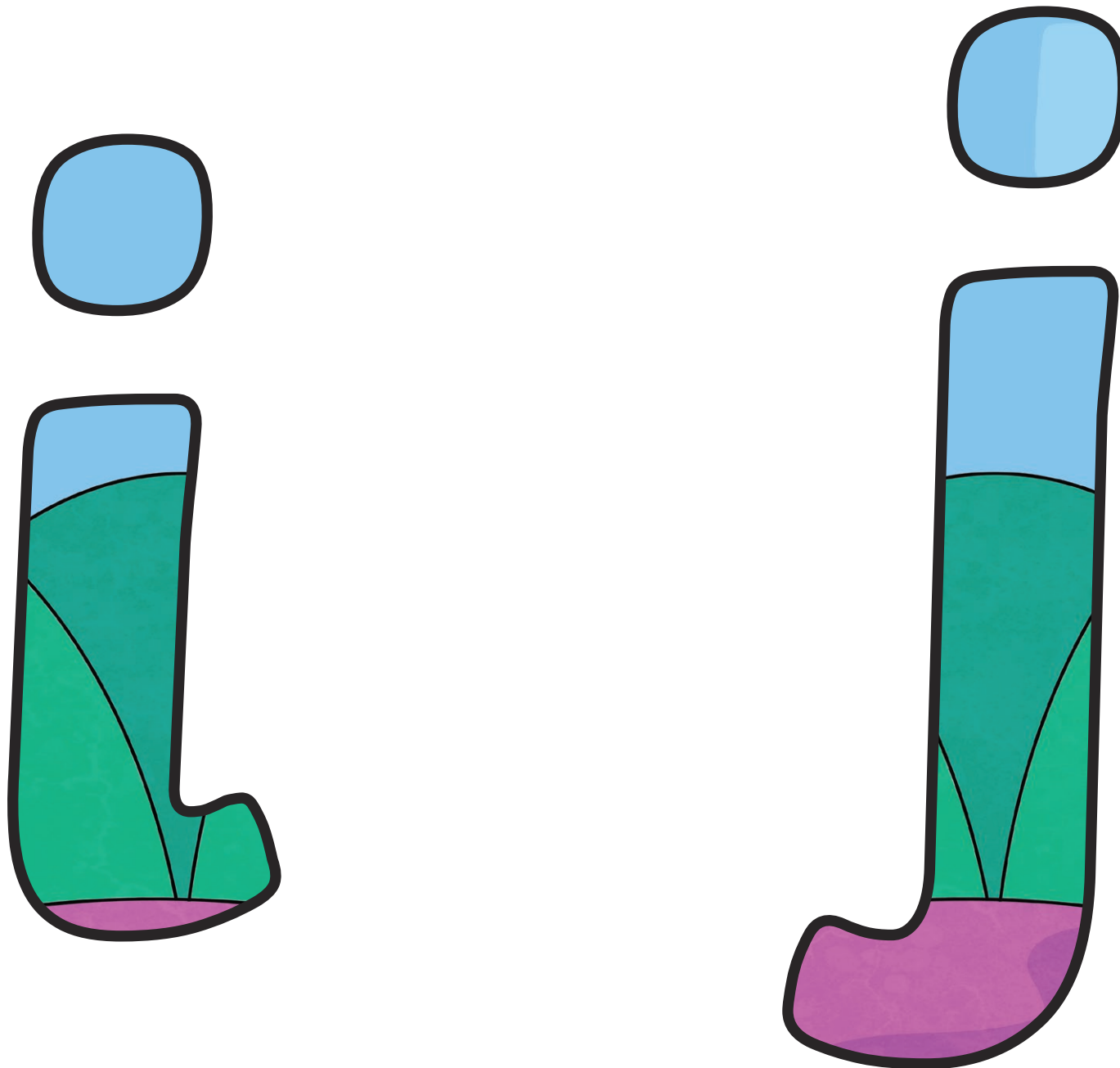


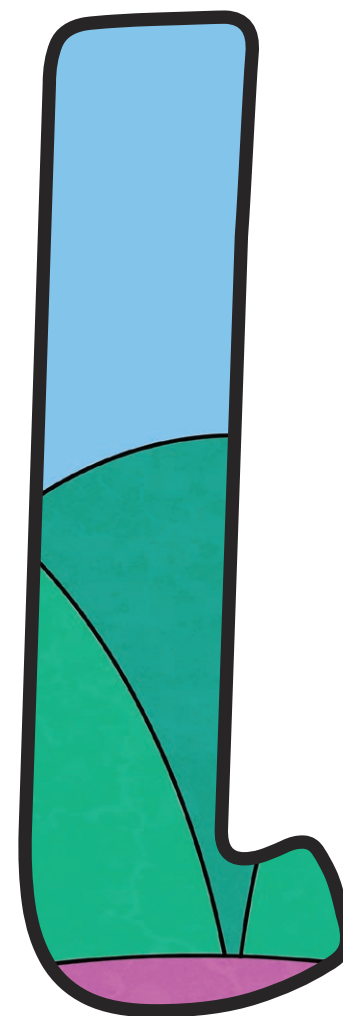
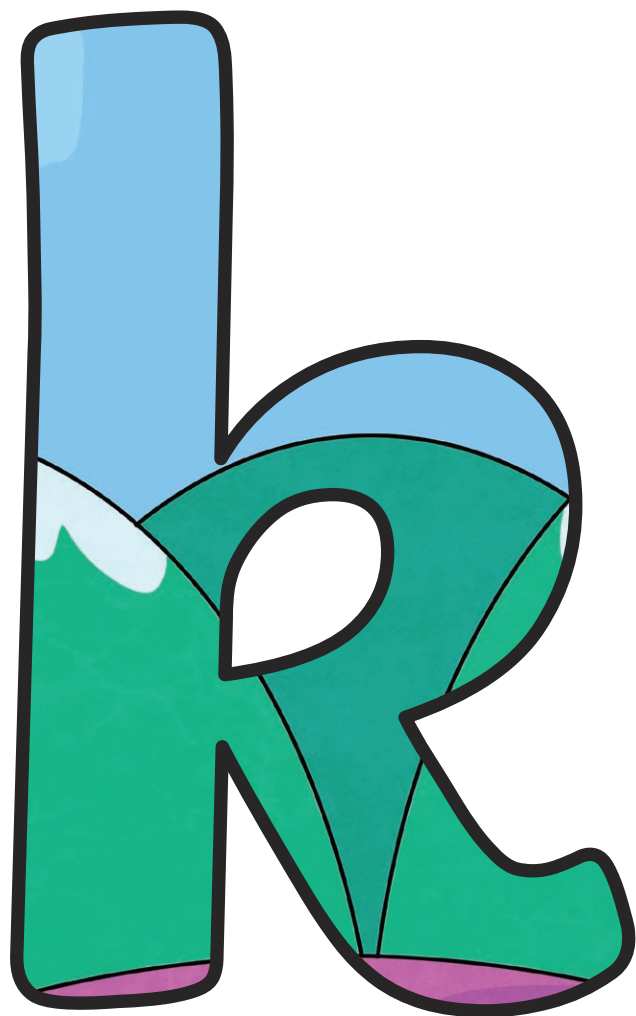


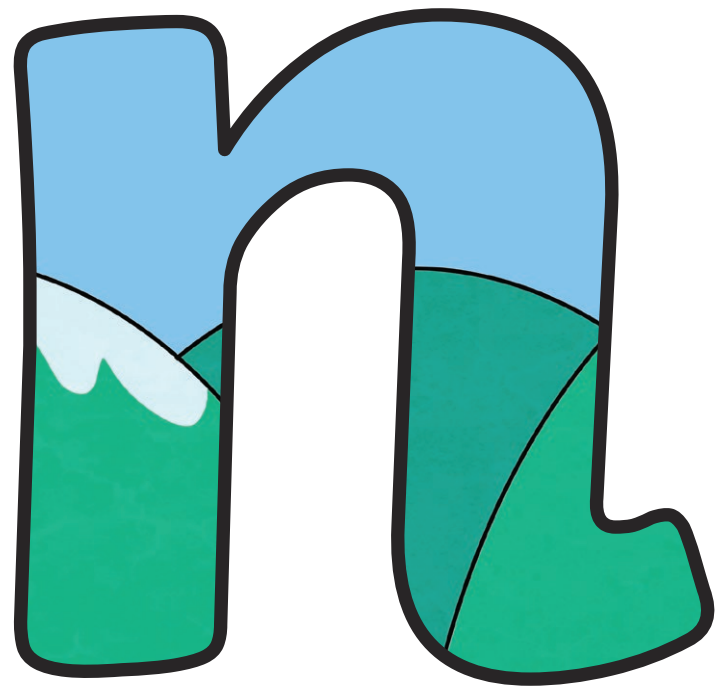
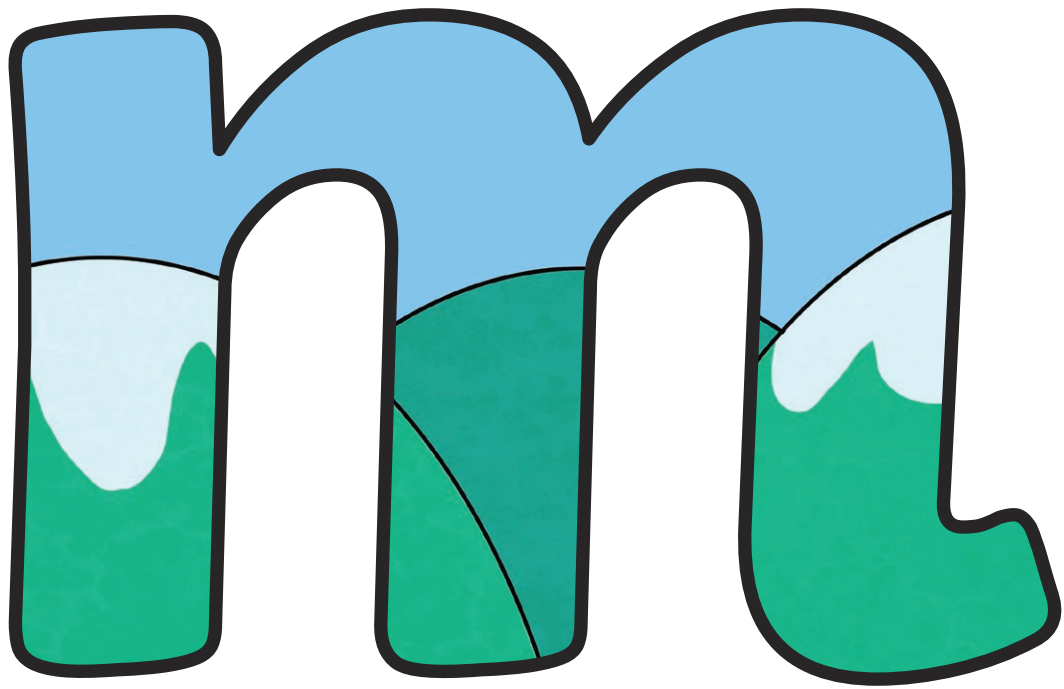


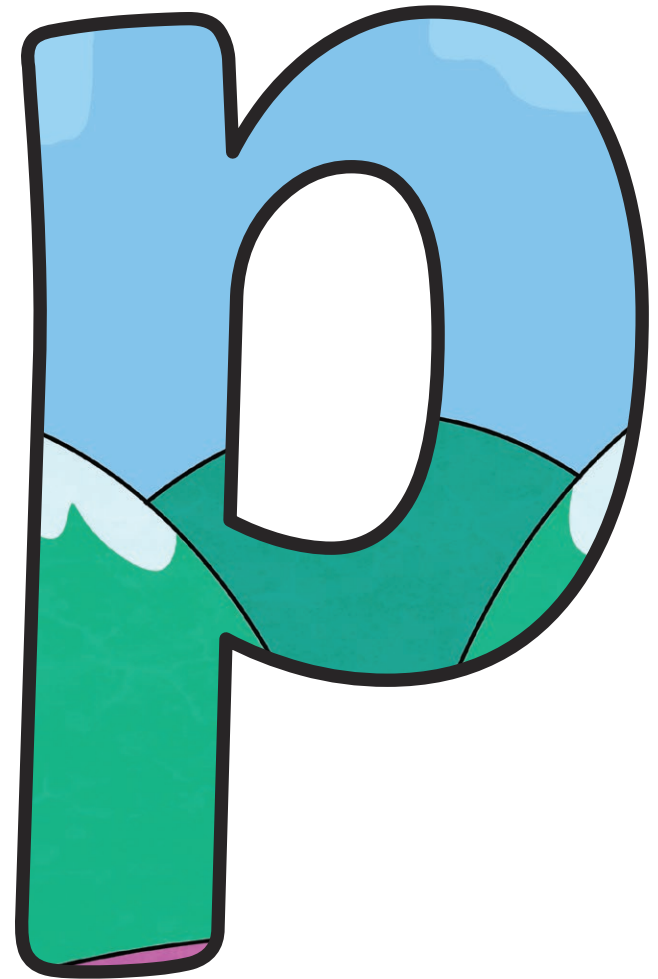
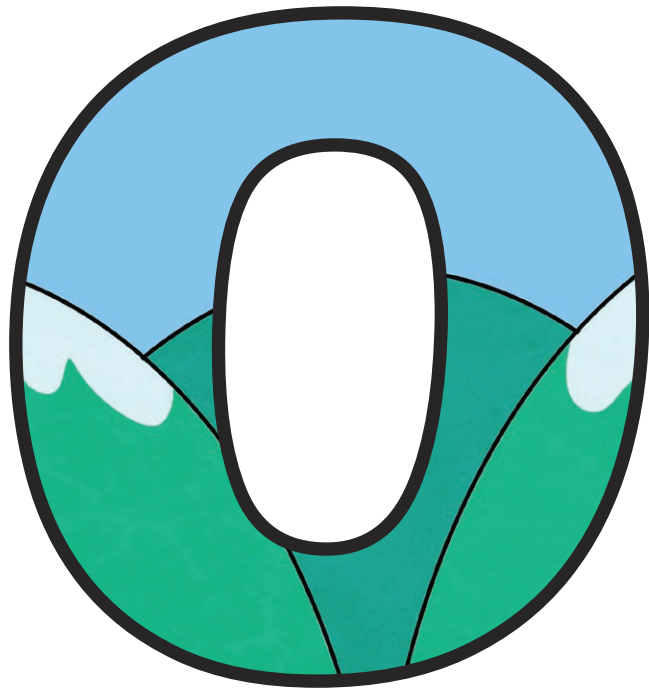


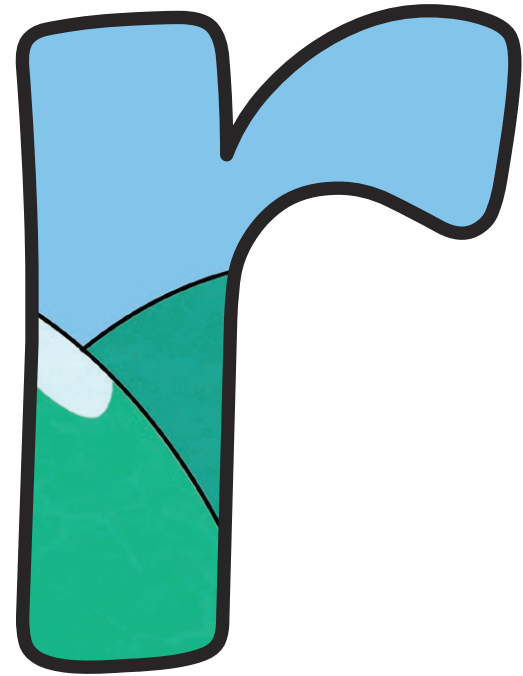


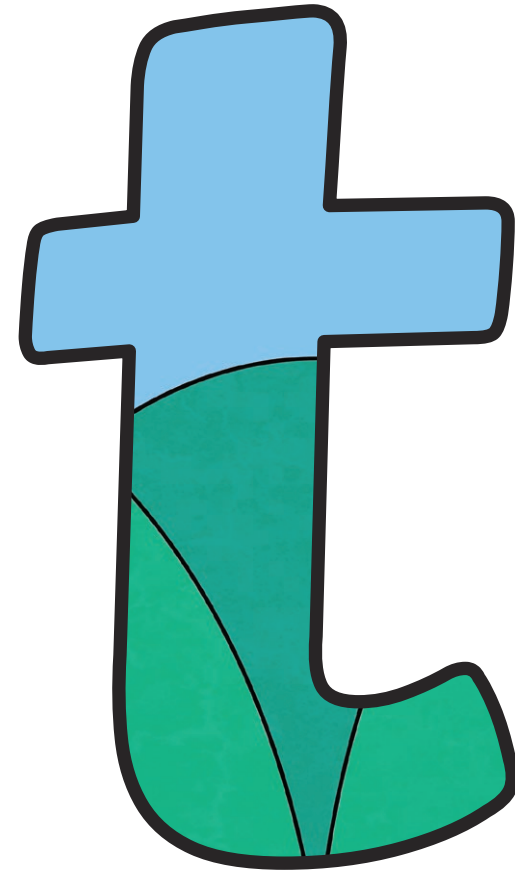
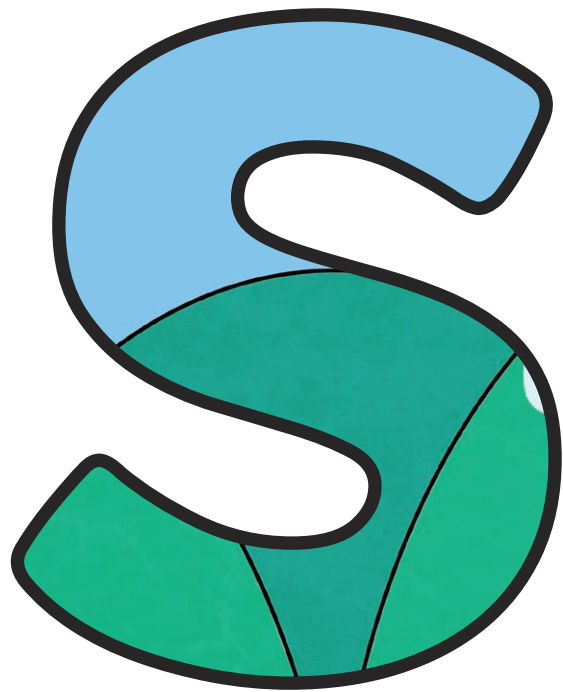


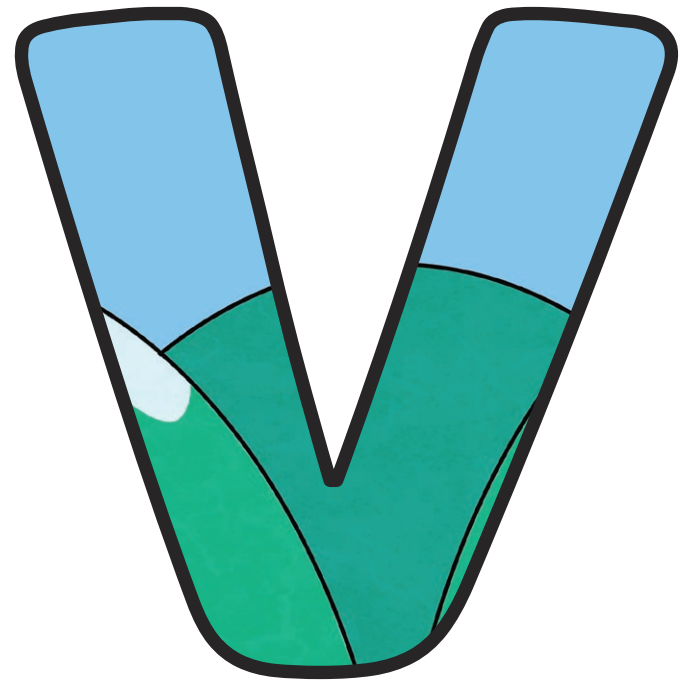
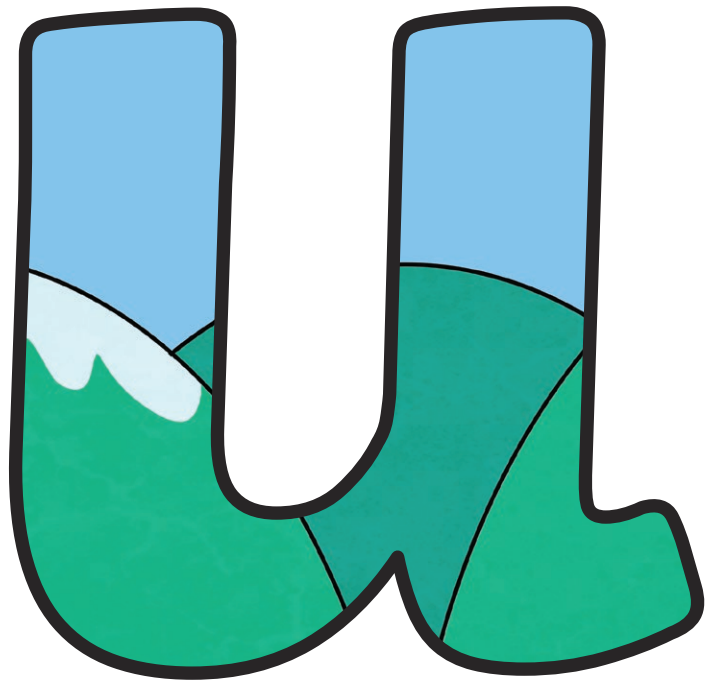


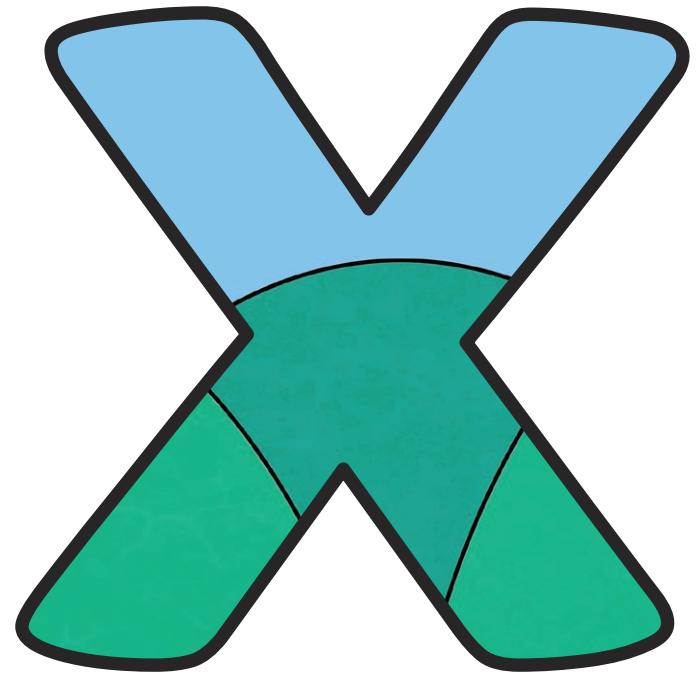
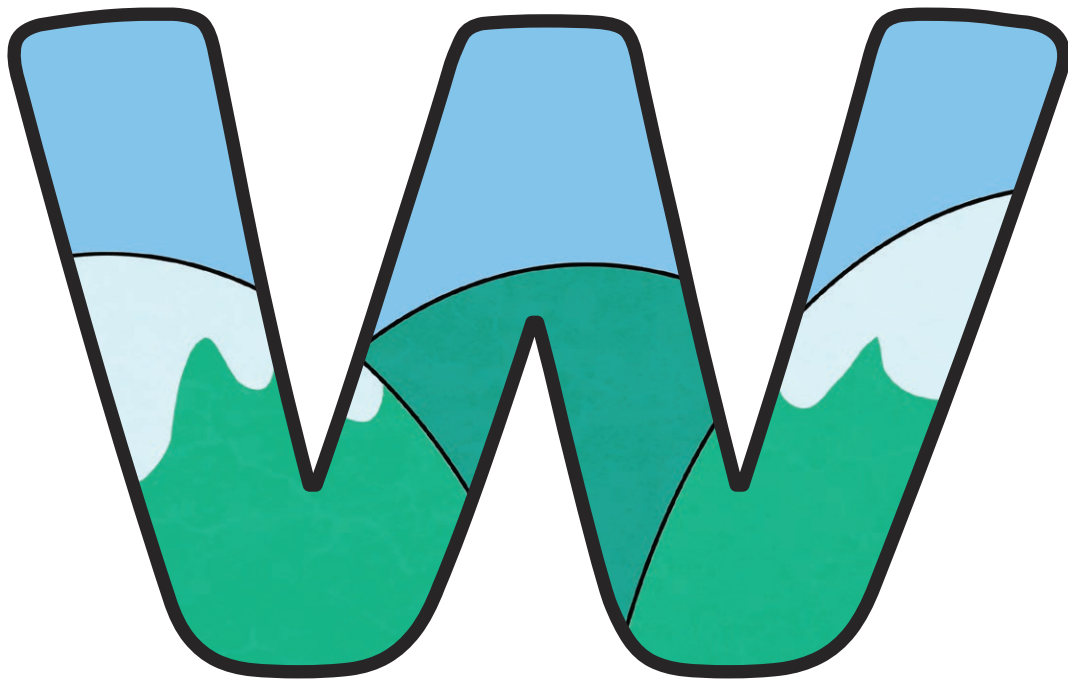


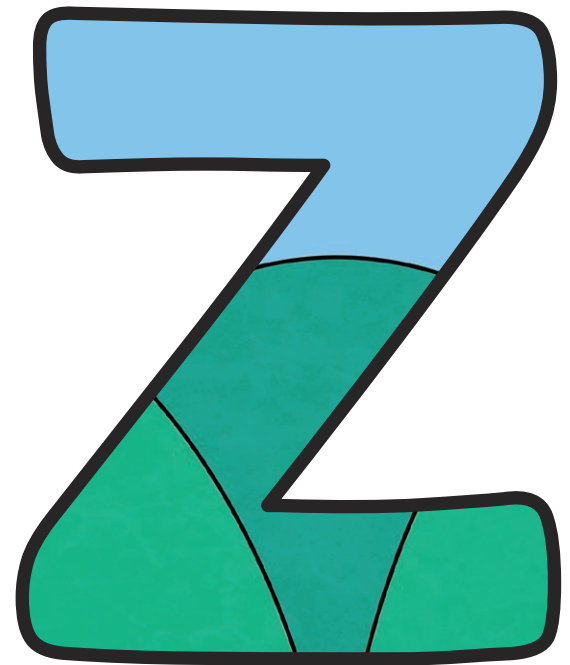
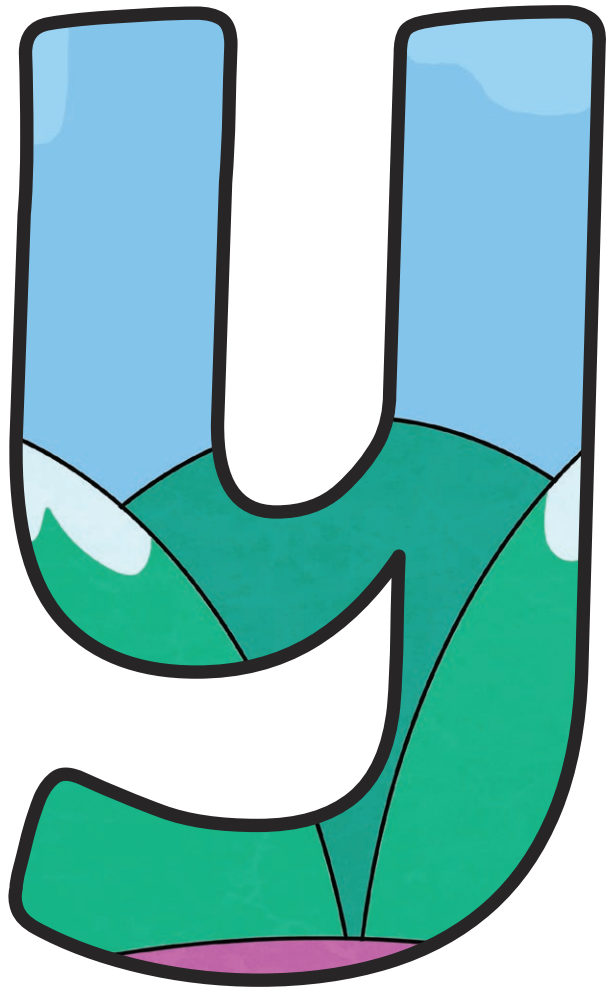


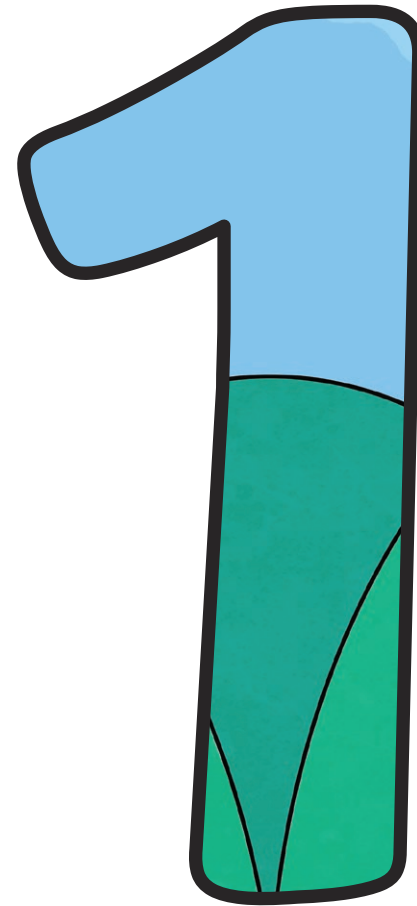
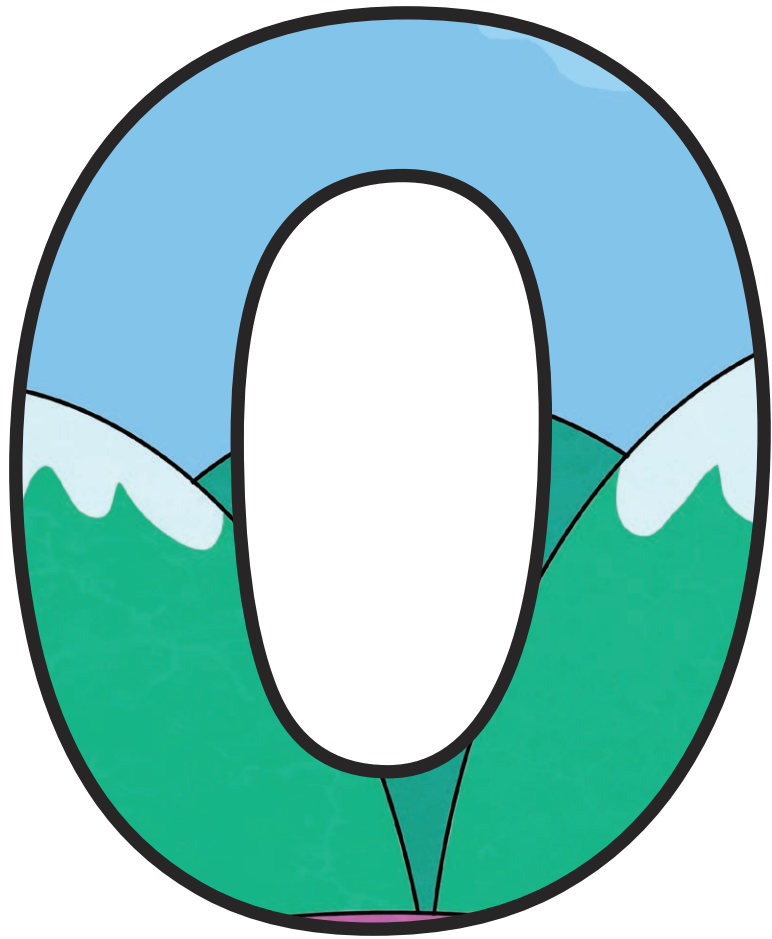




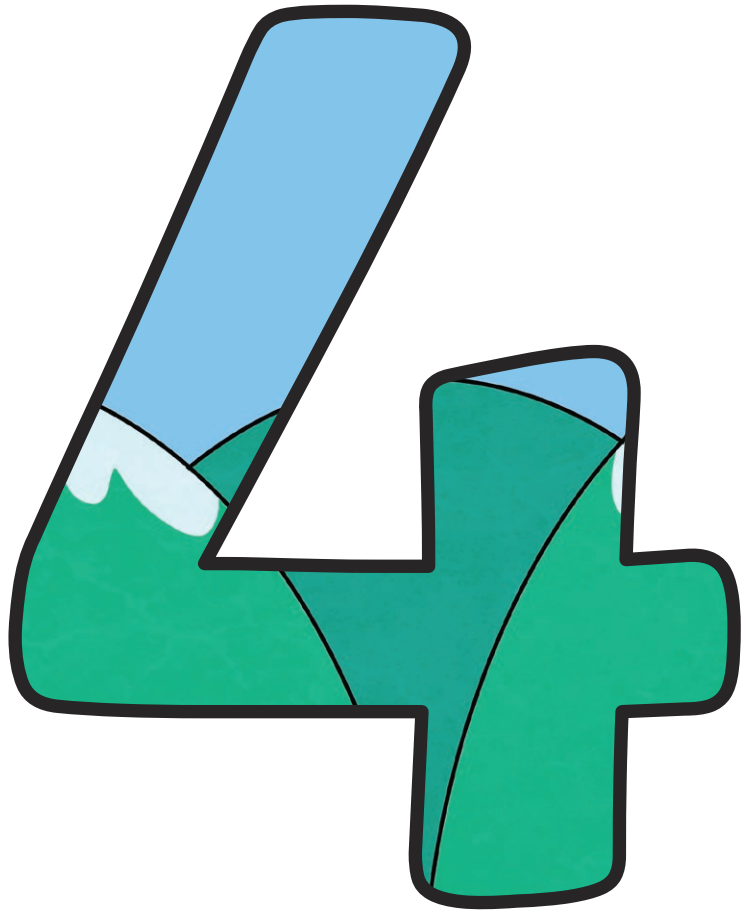


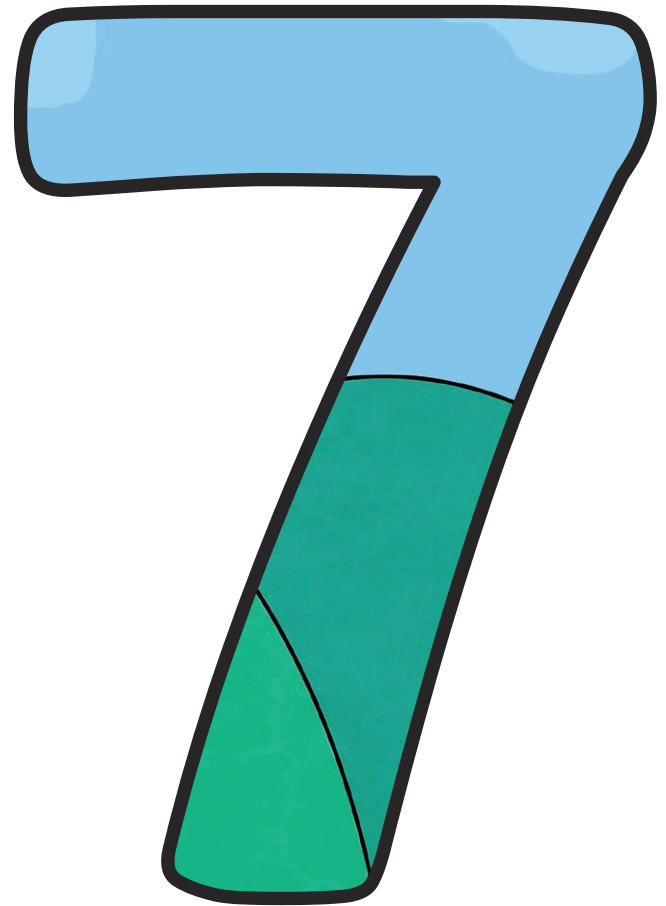
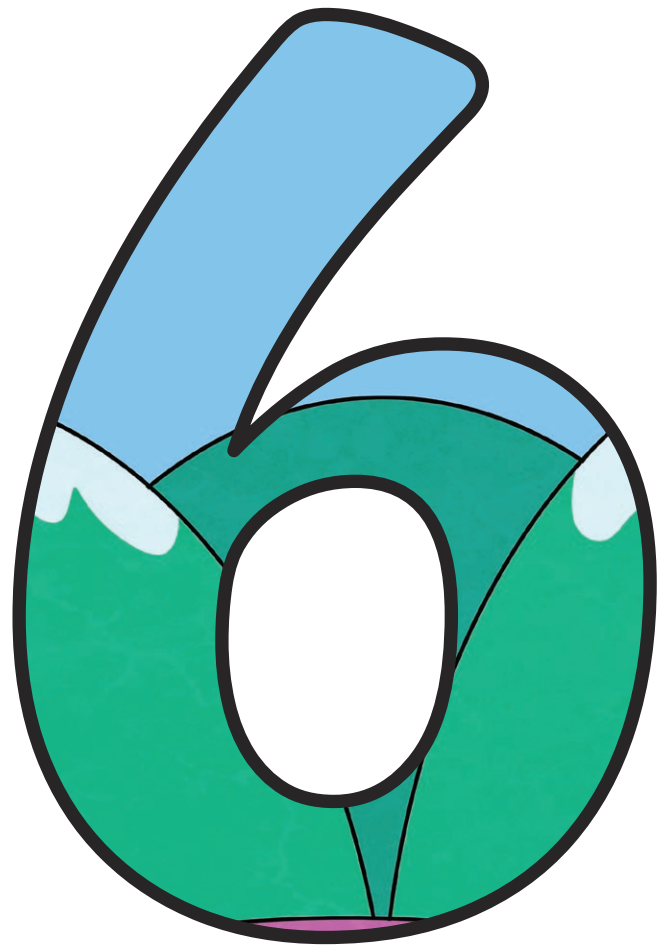


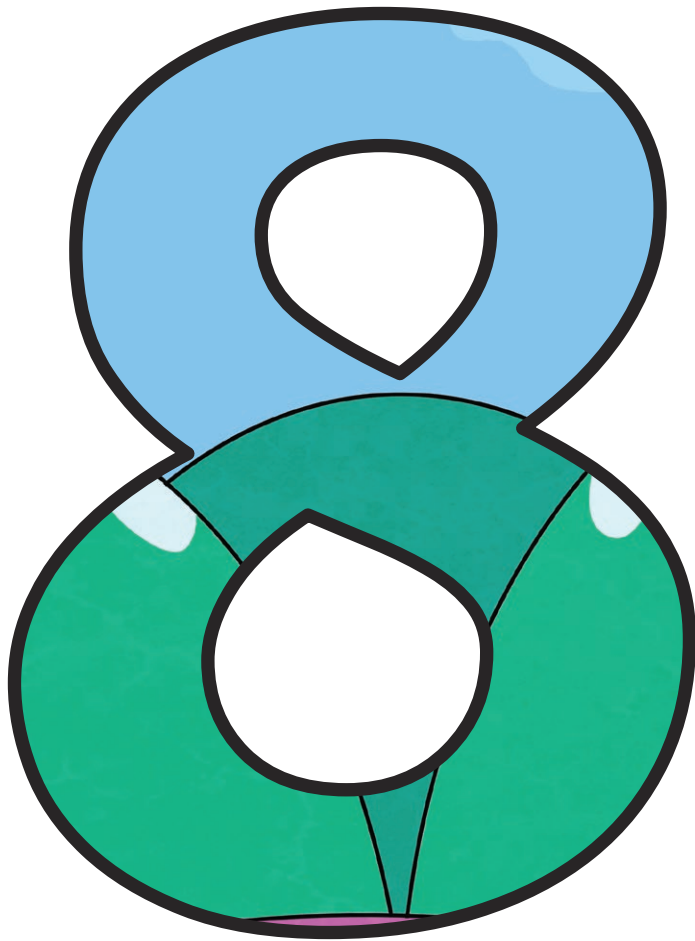


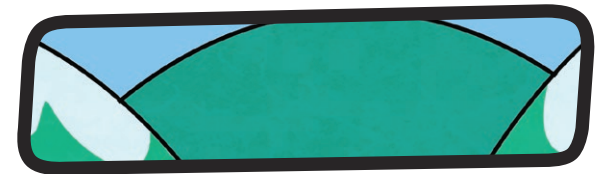
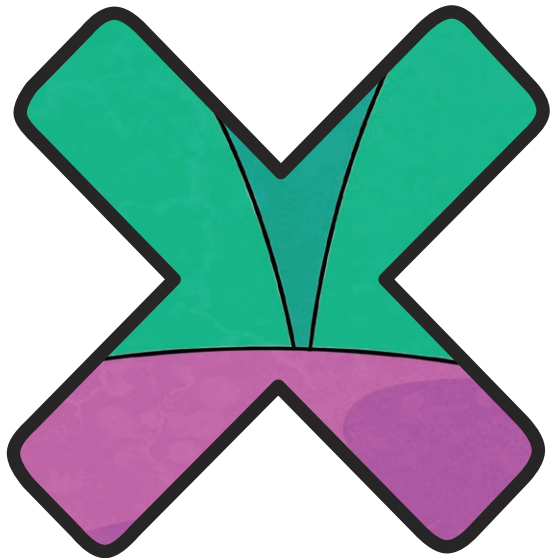
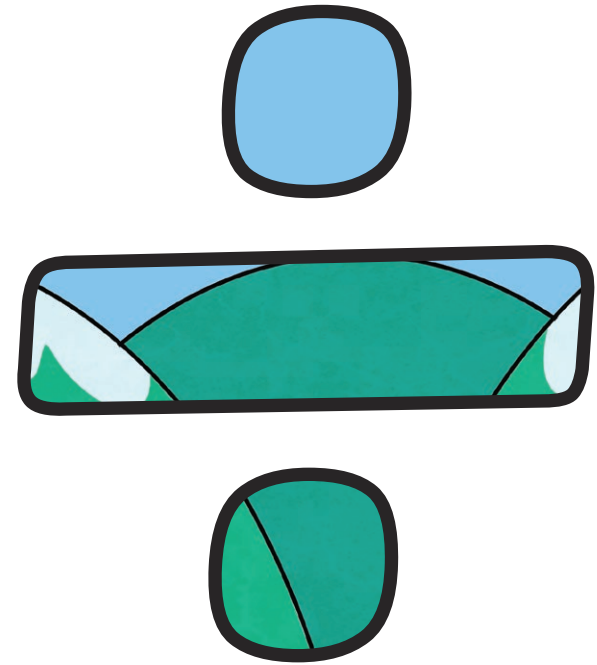


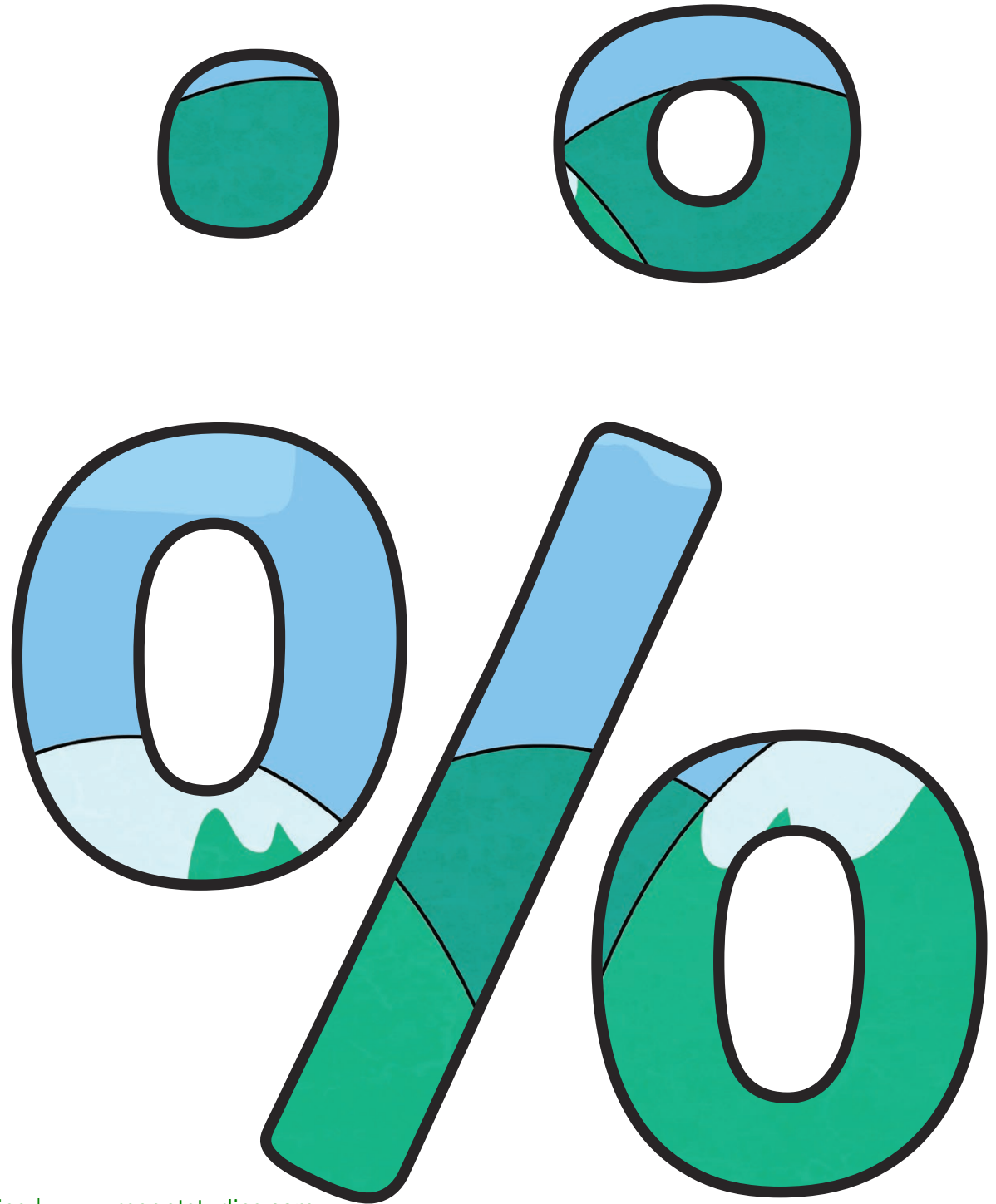
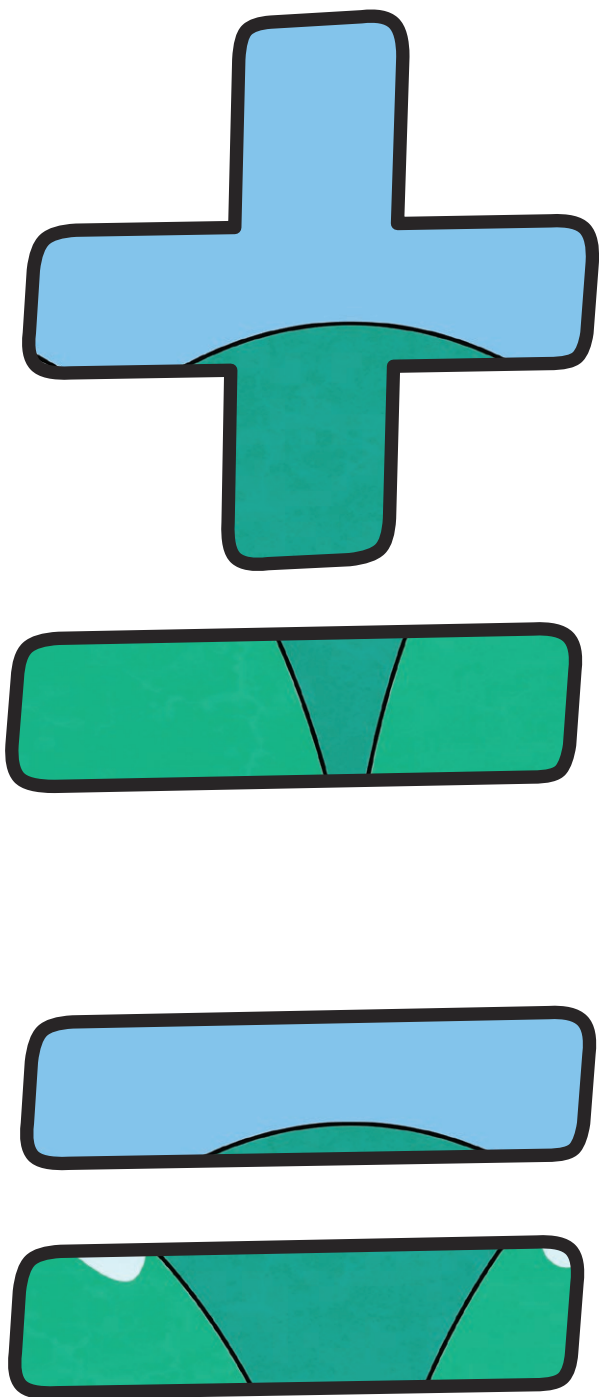


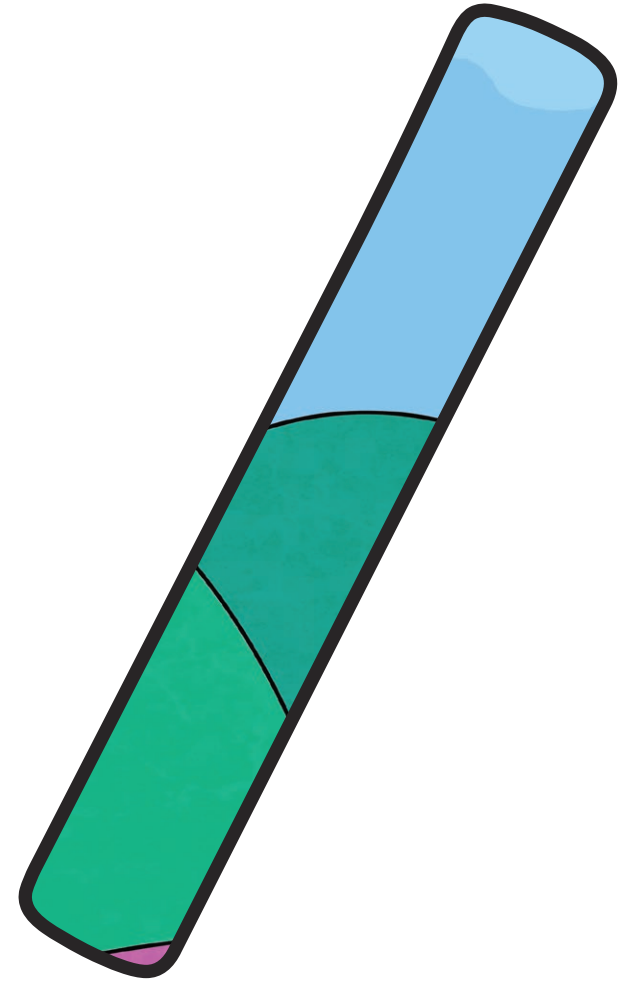
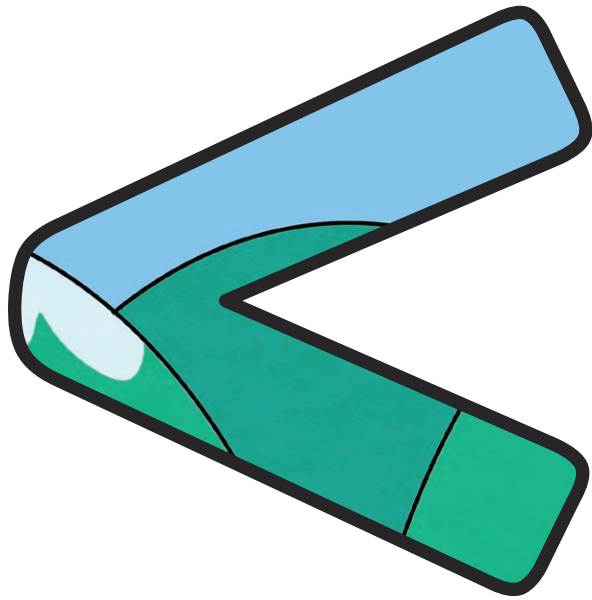
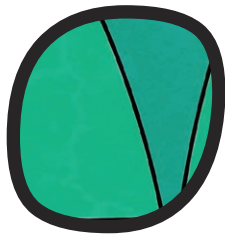
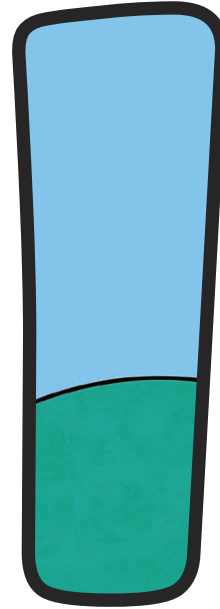
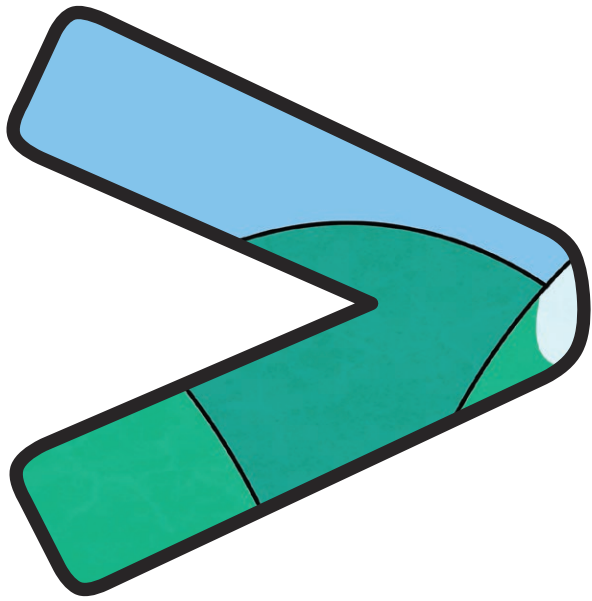


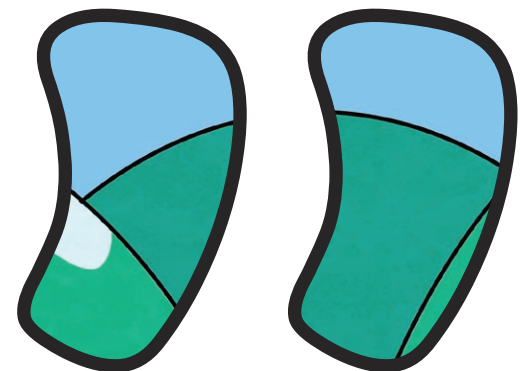
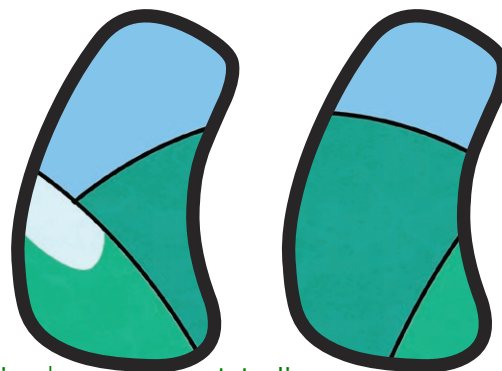
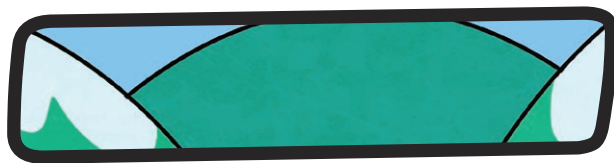
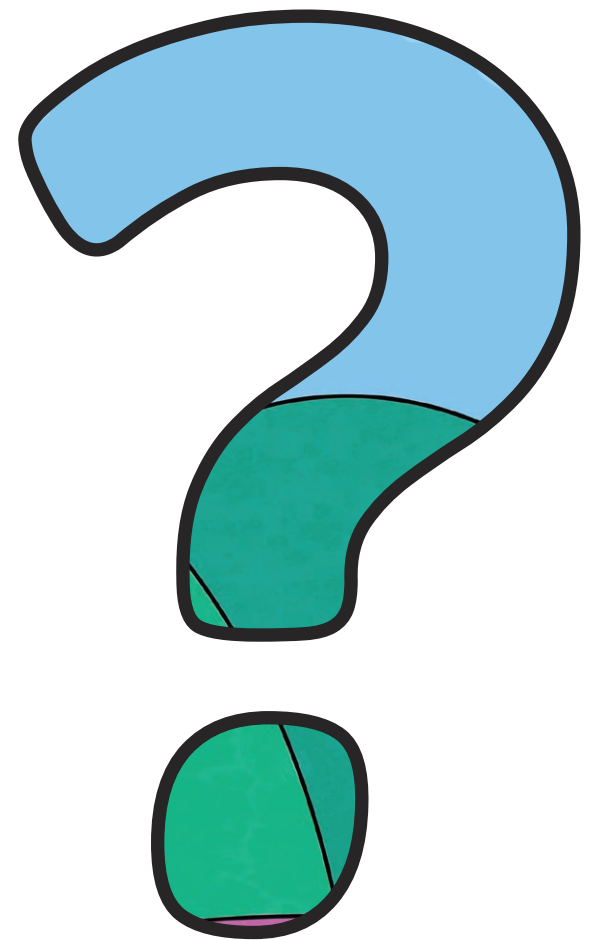
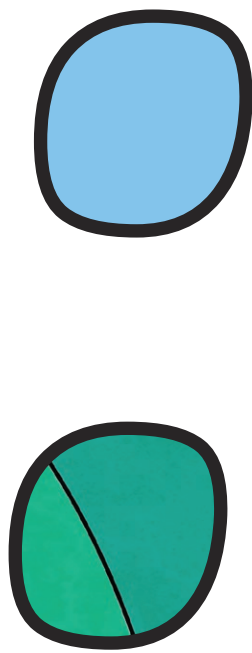
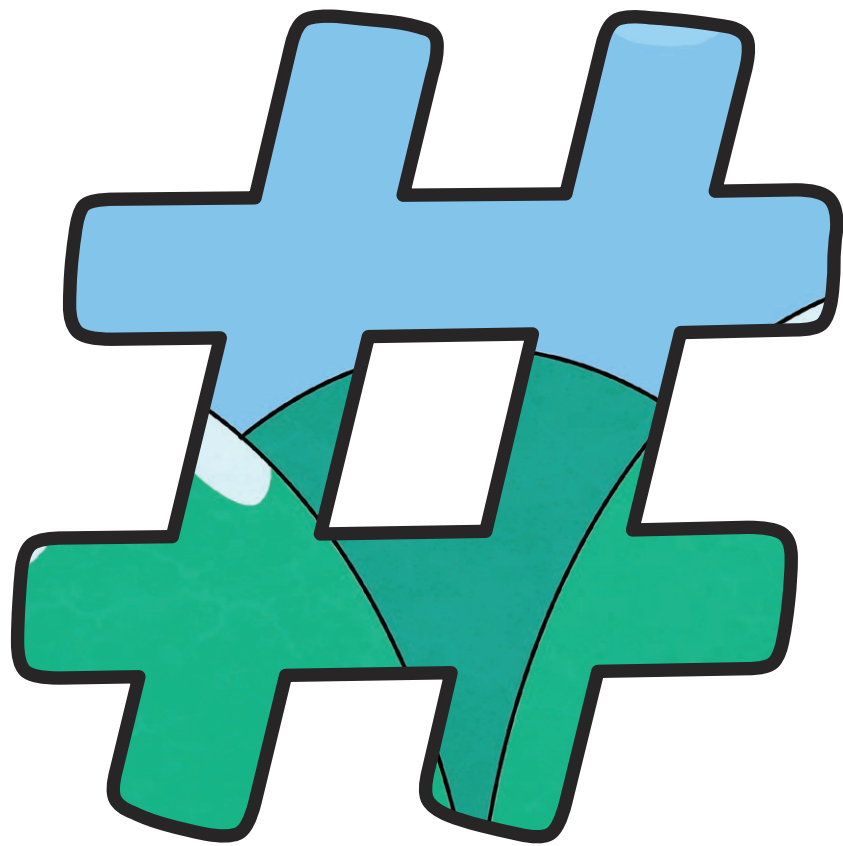


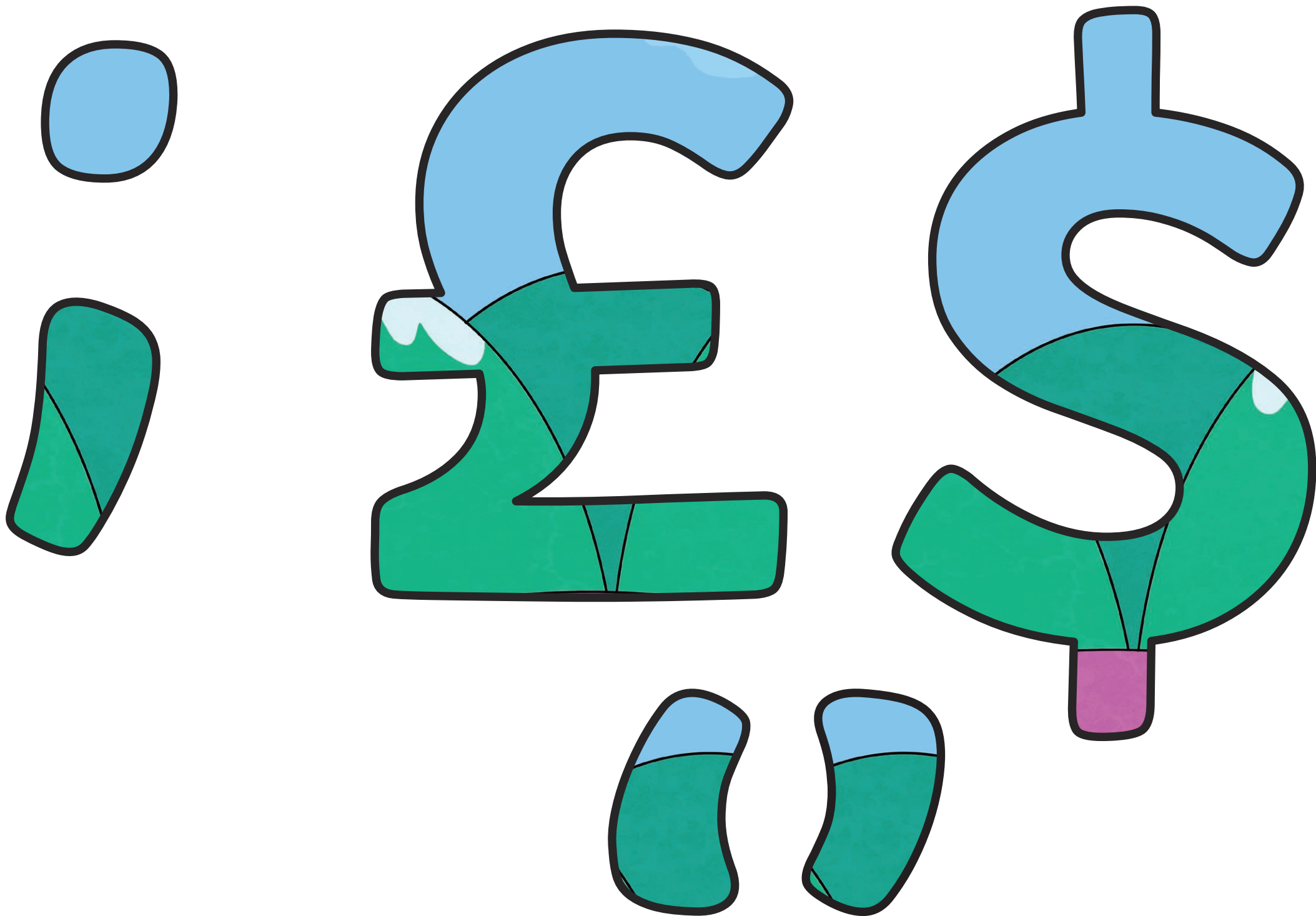


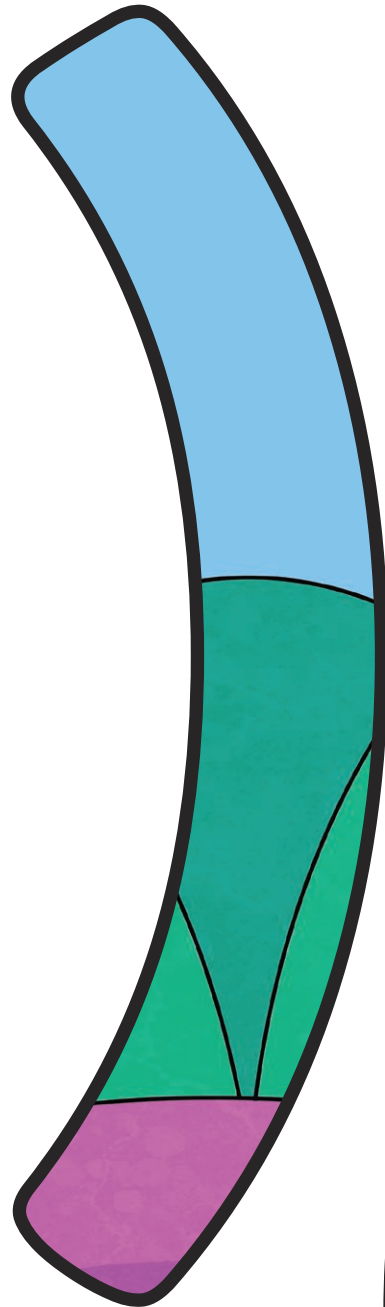
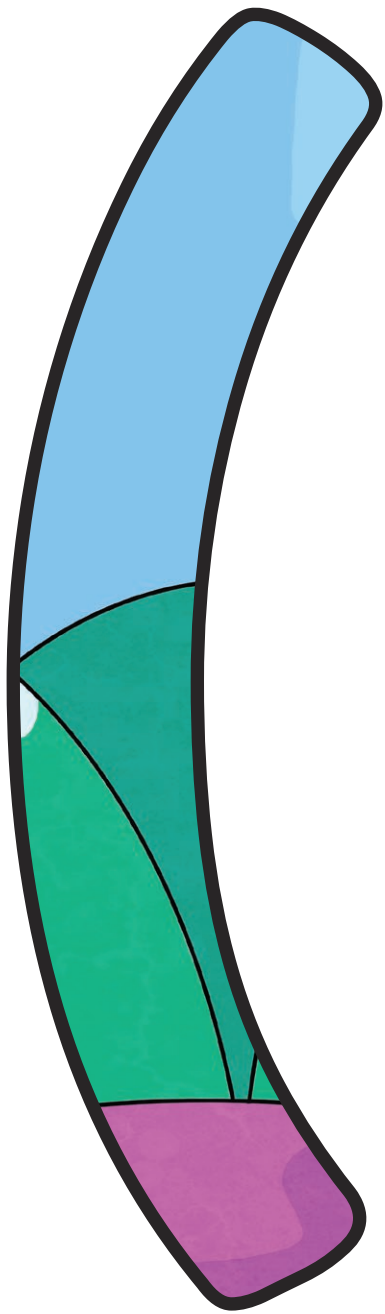




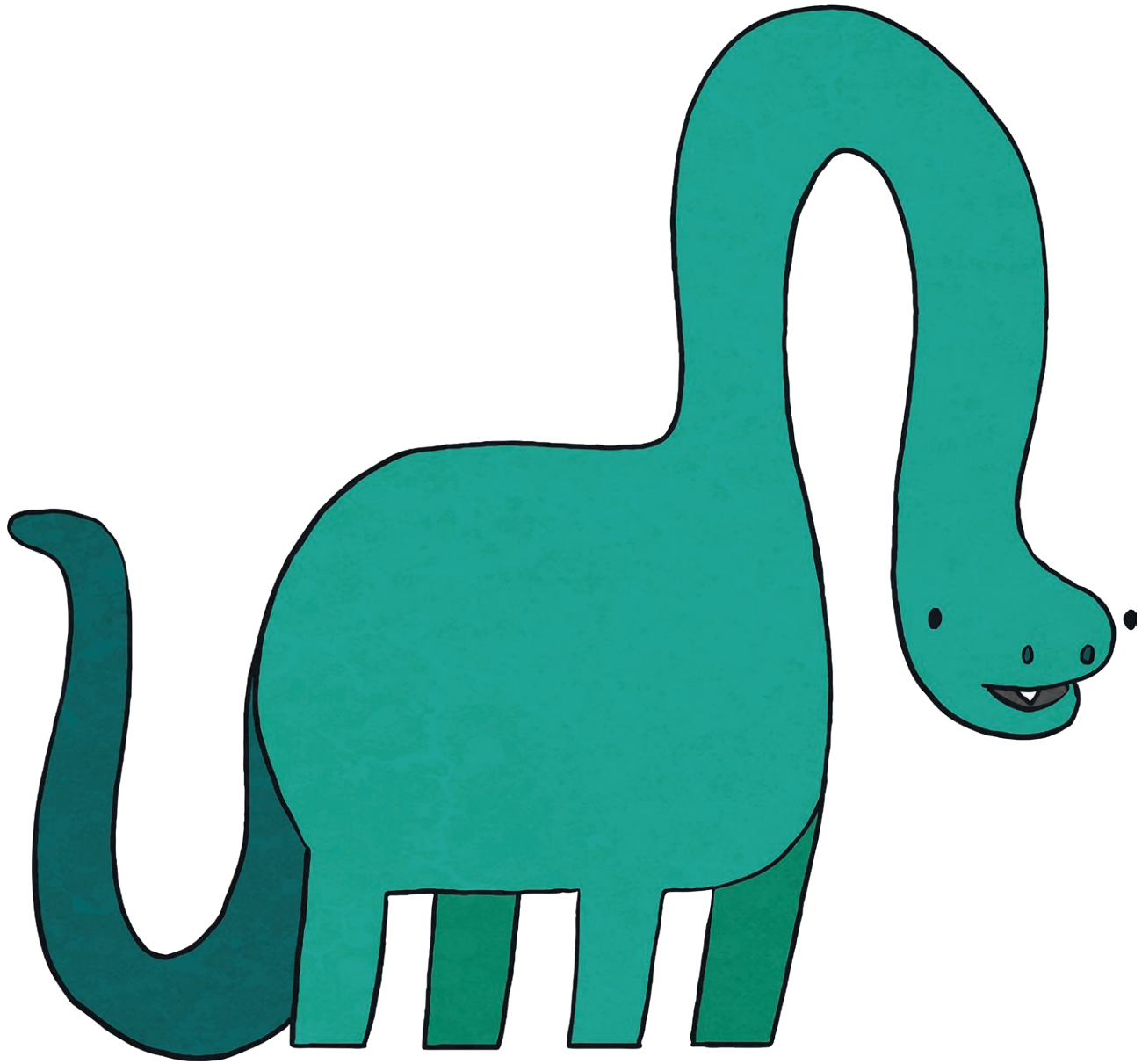




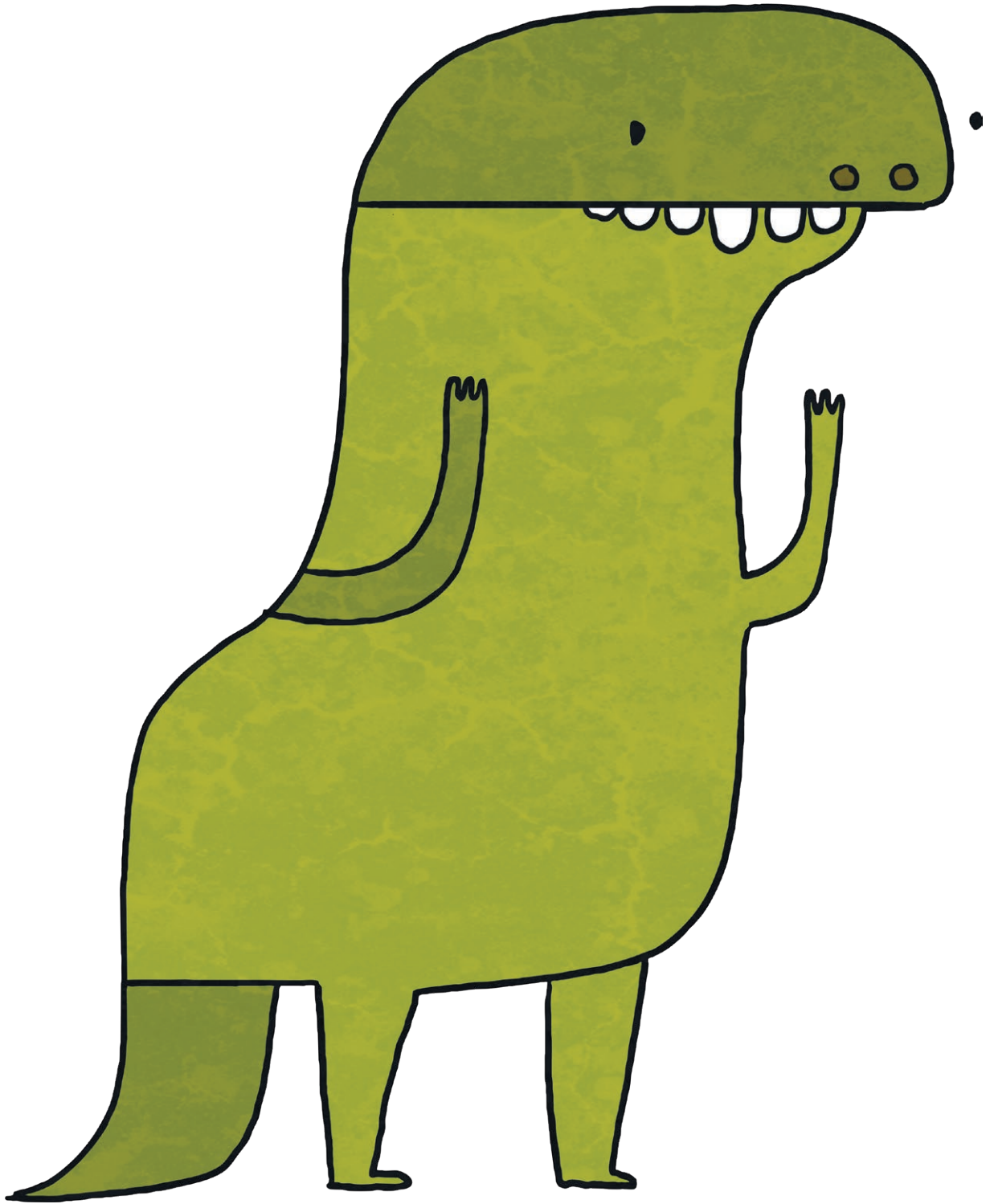




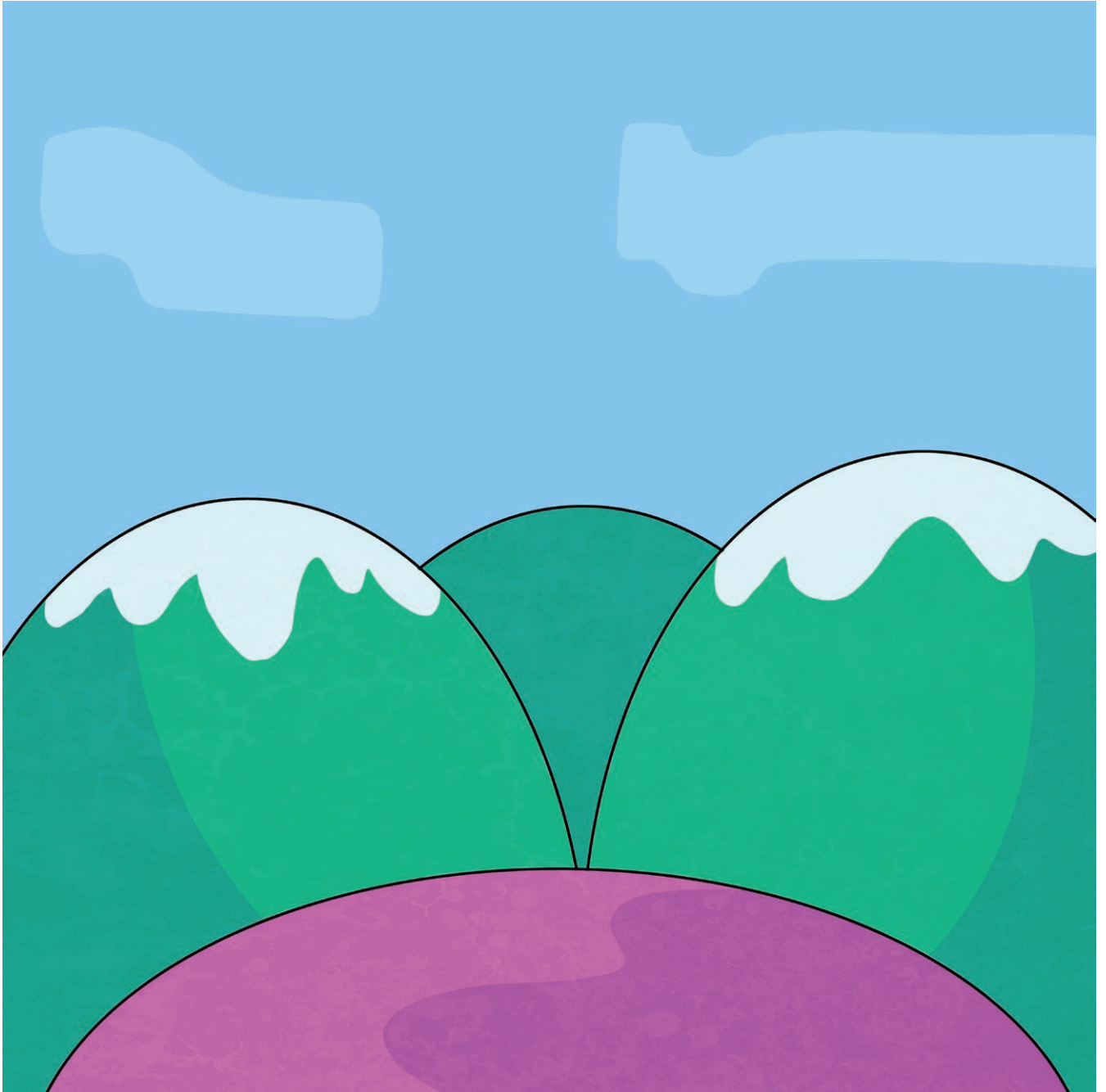
sprite



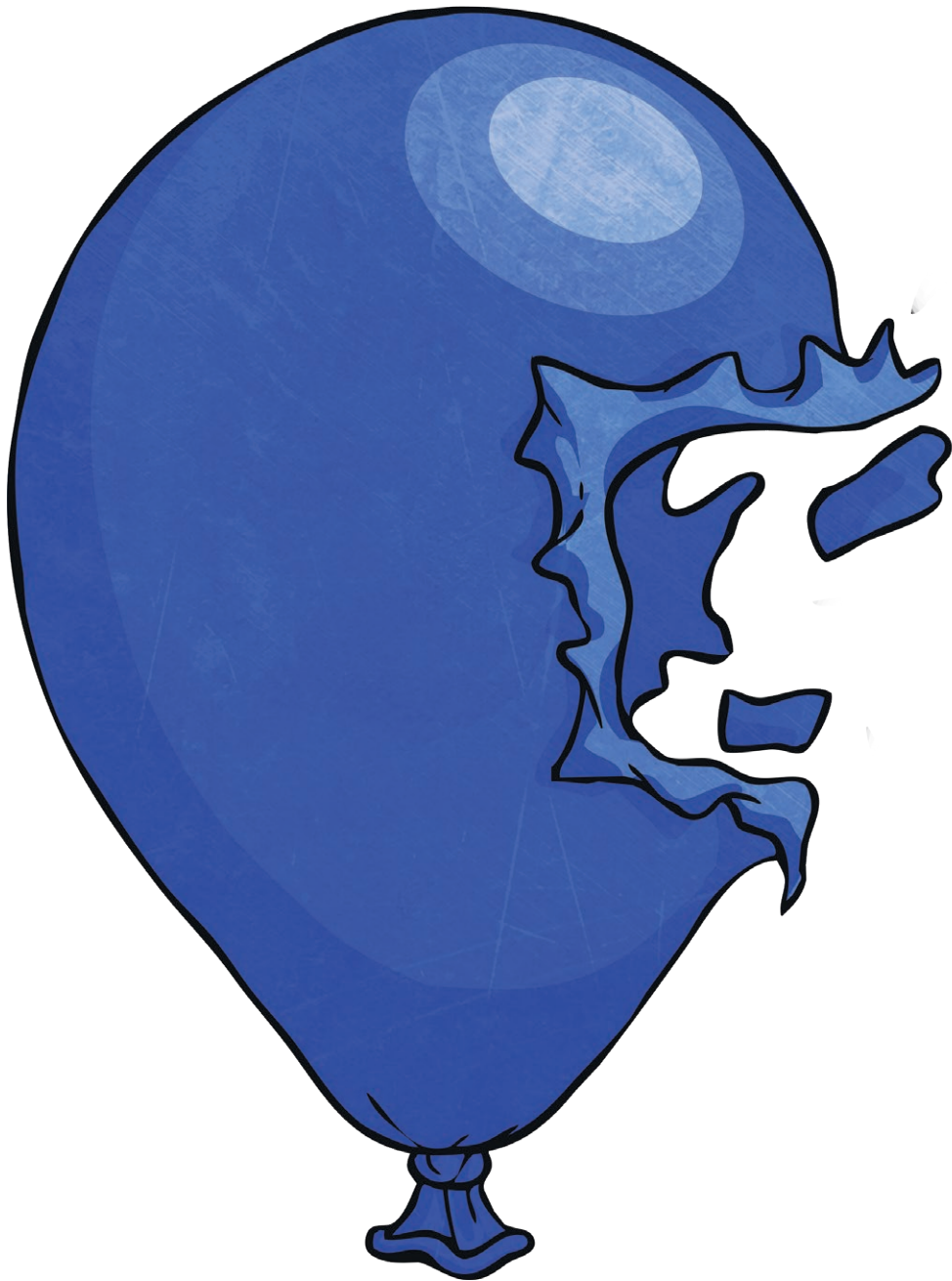
character



backdrop



costume



debug



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block

test

events

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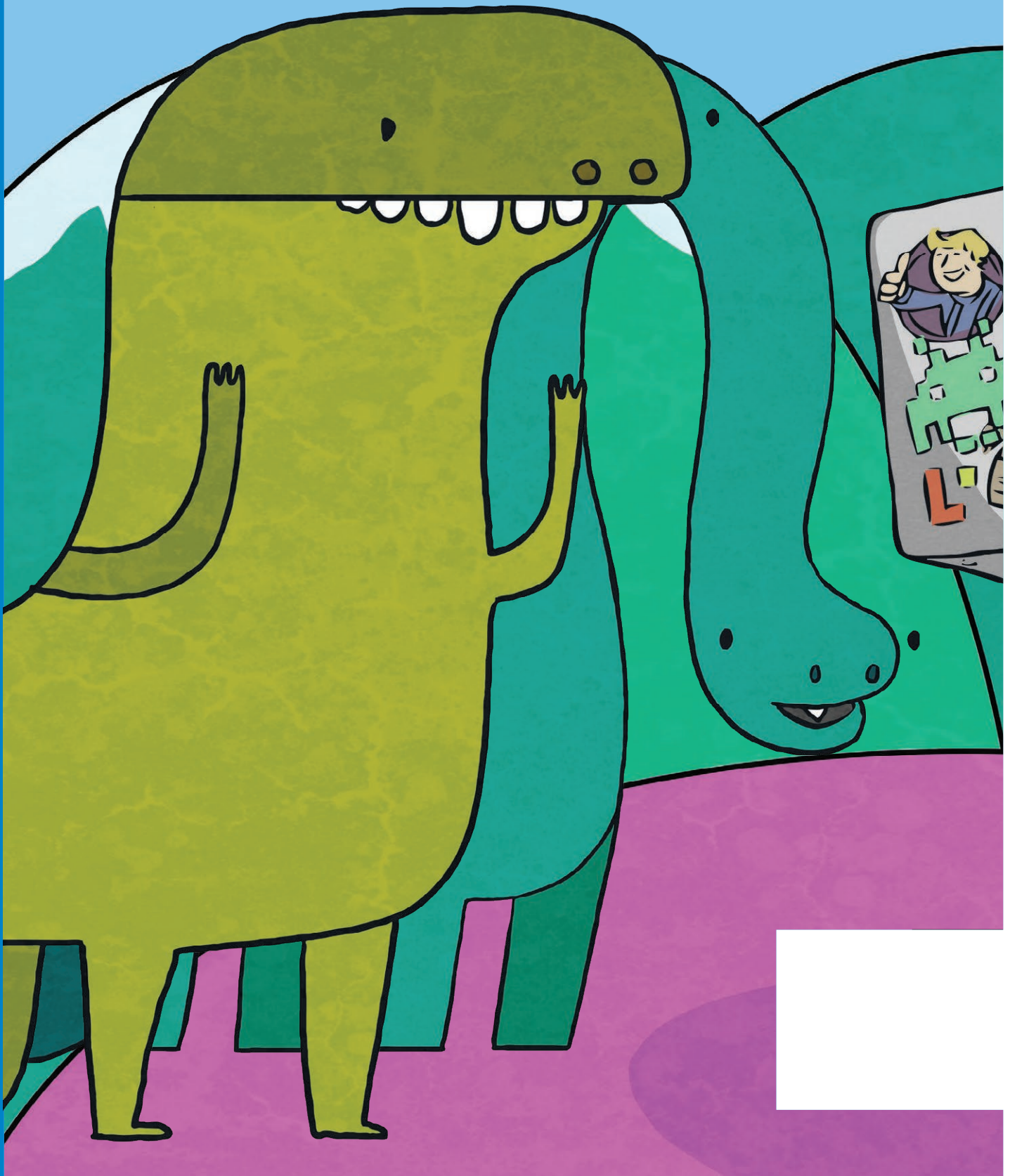
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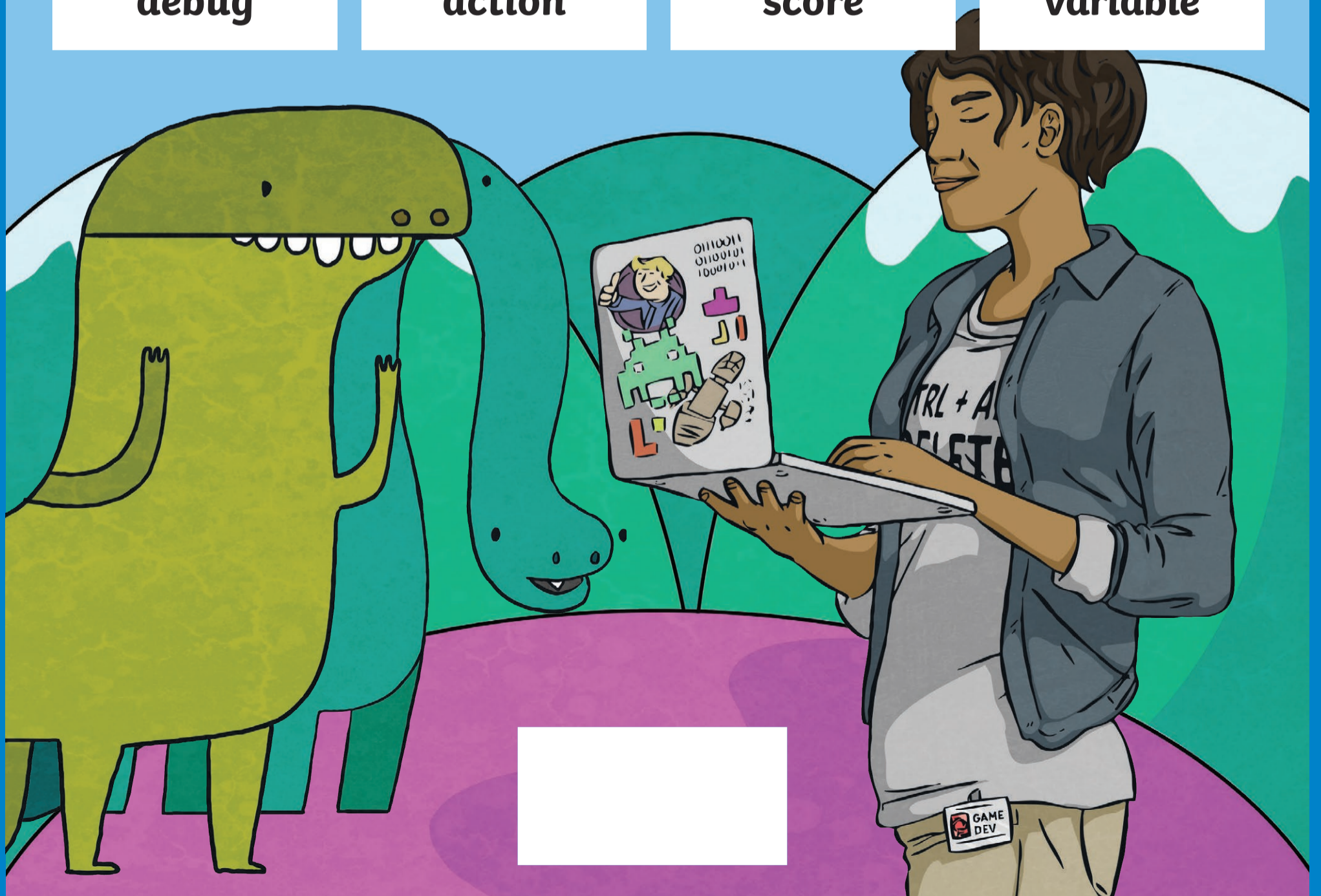
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penalty

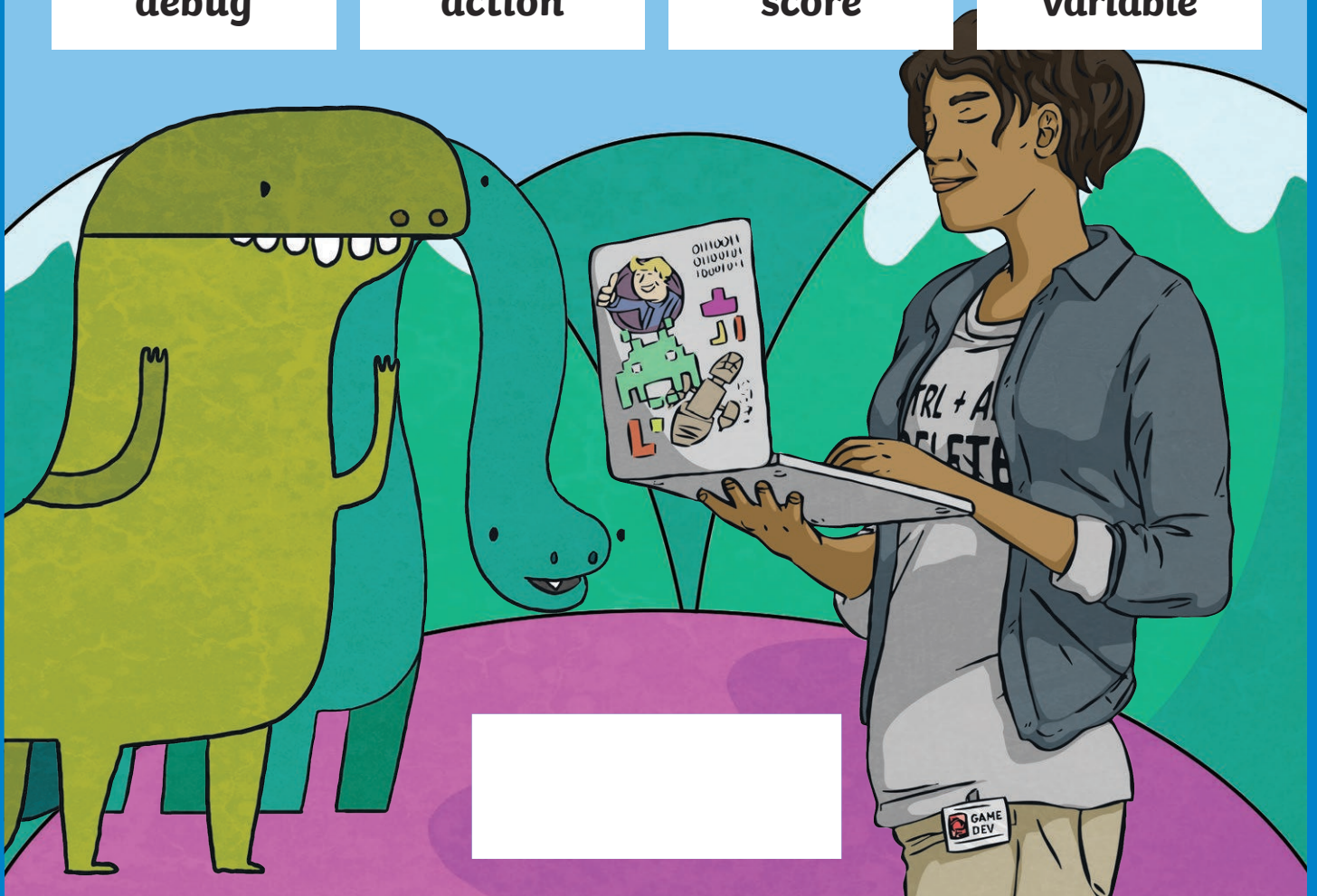
scripts

debug

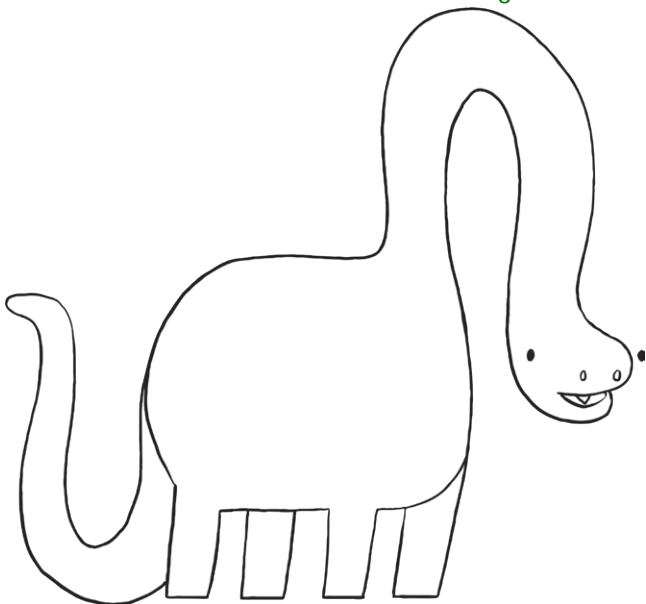
action

score

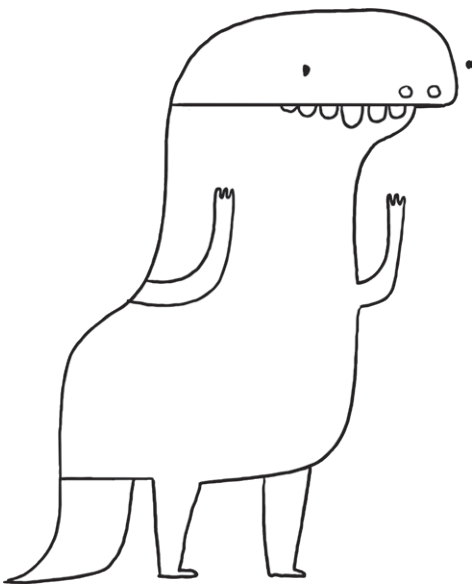
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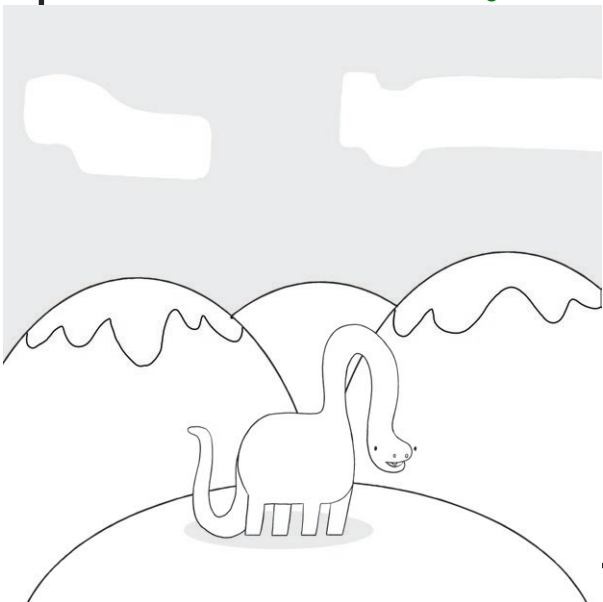
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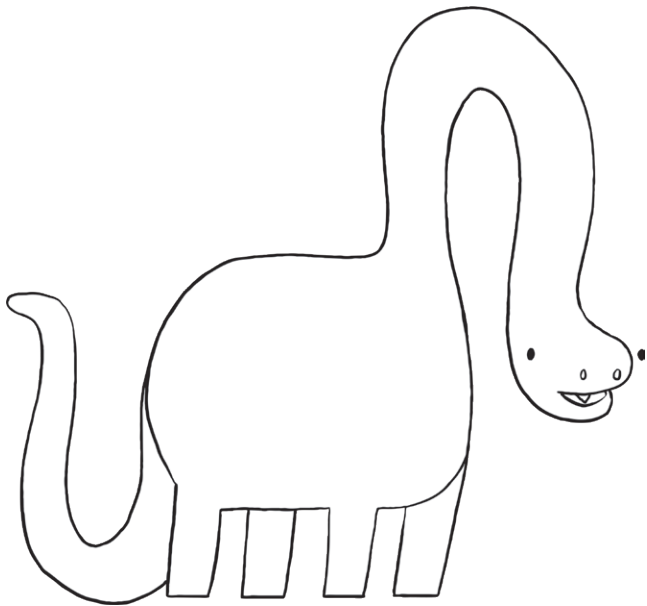


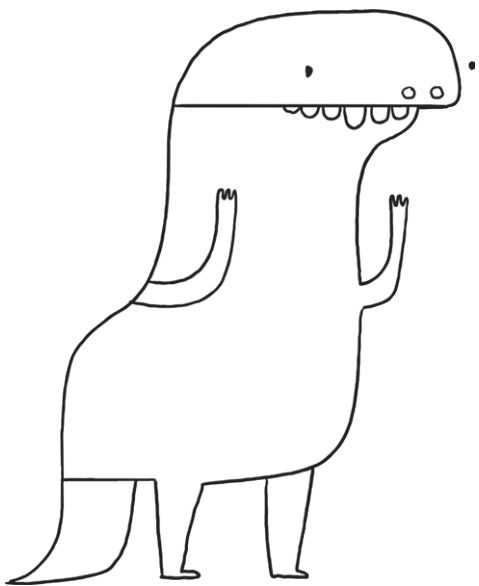
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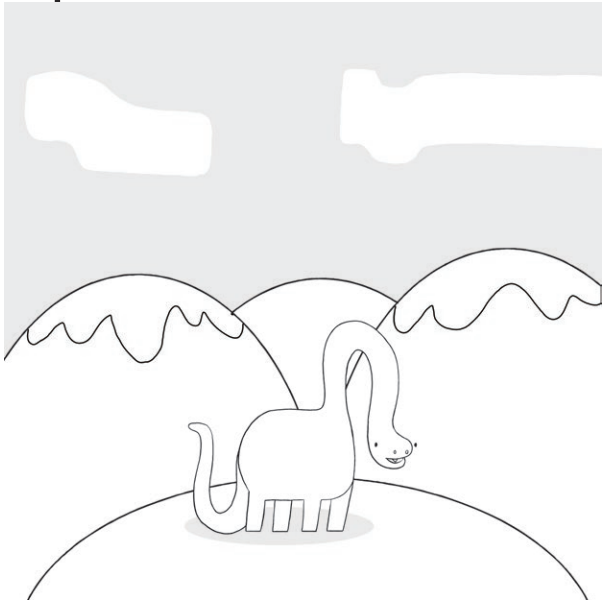


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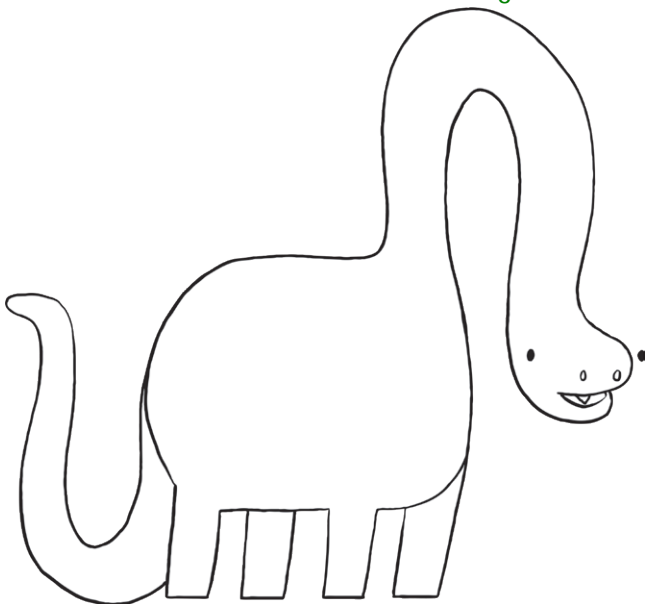




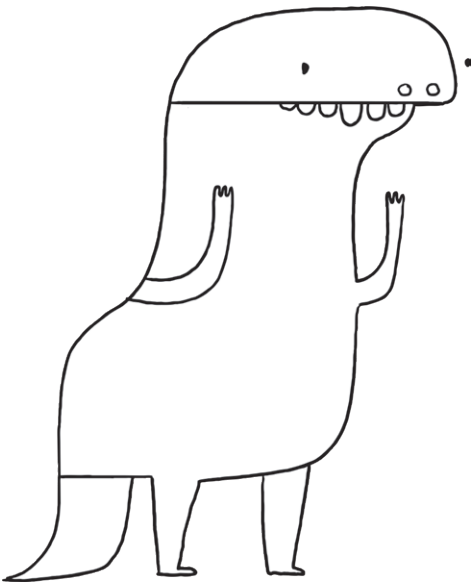




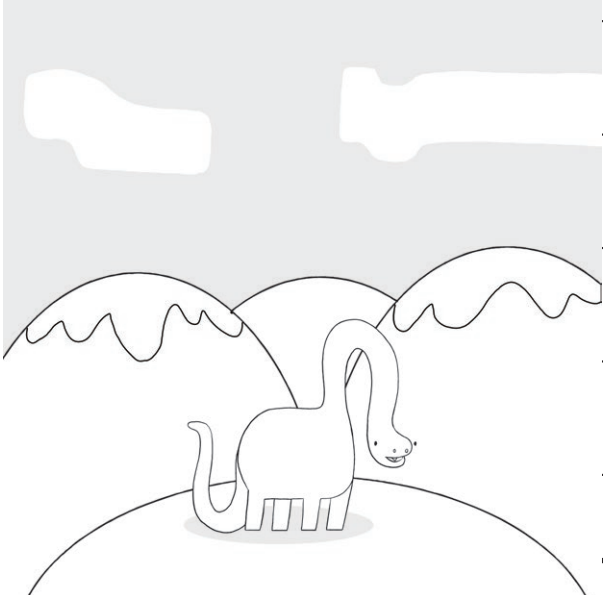
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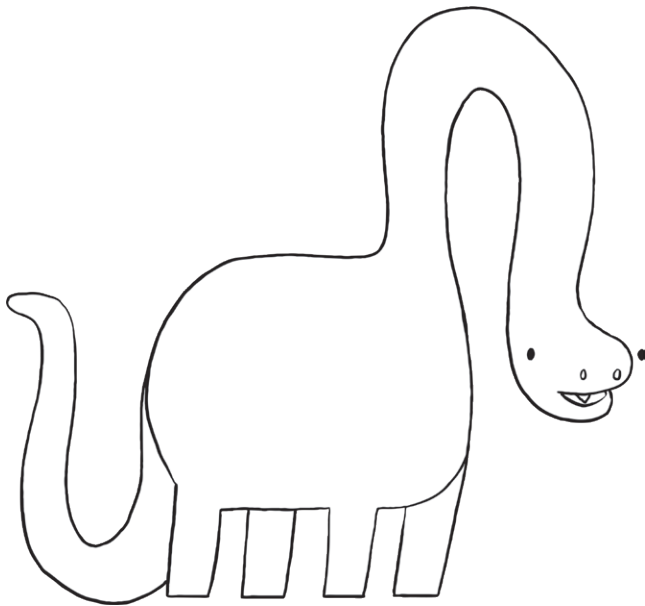


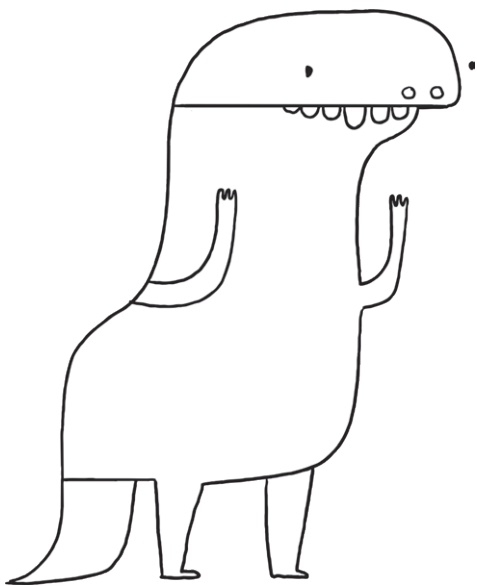
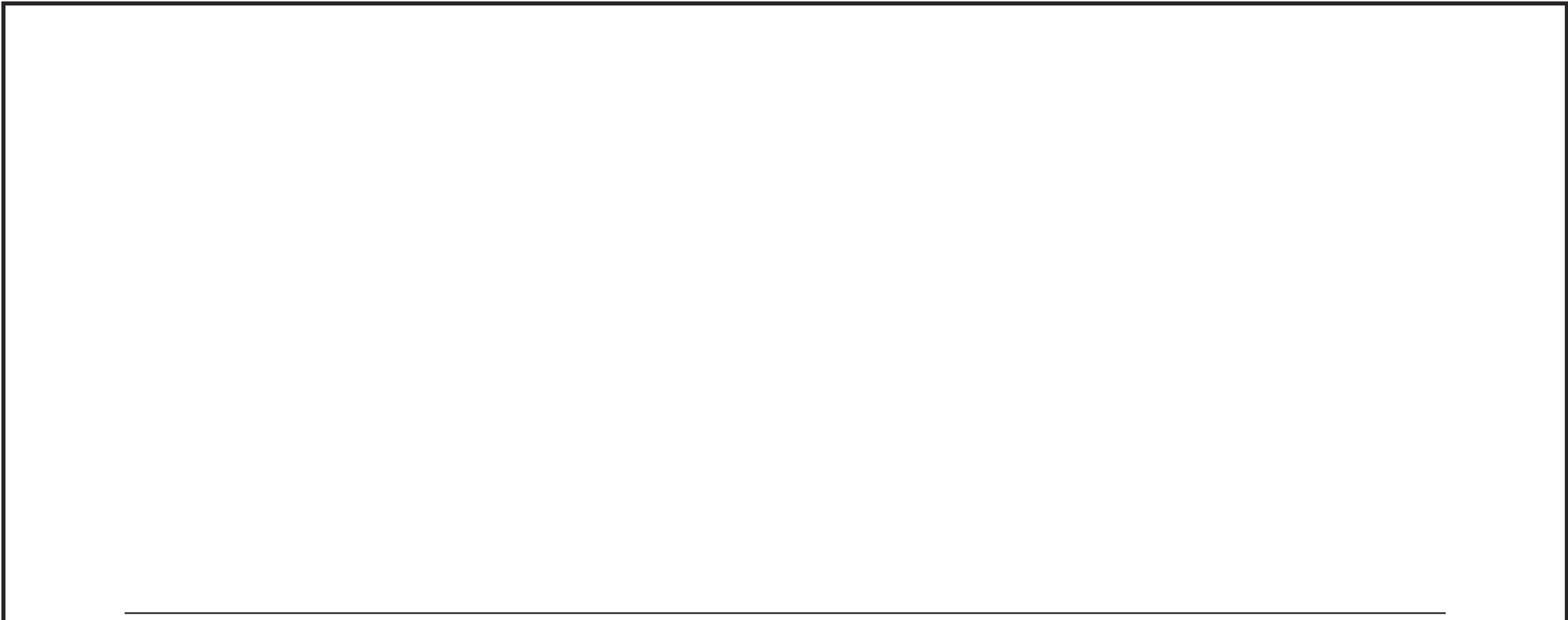
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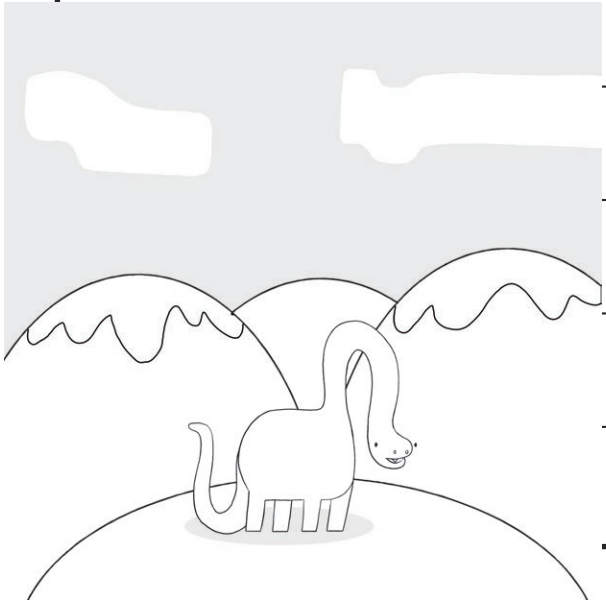


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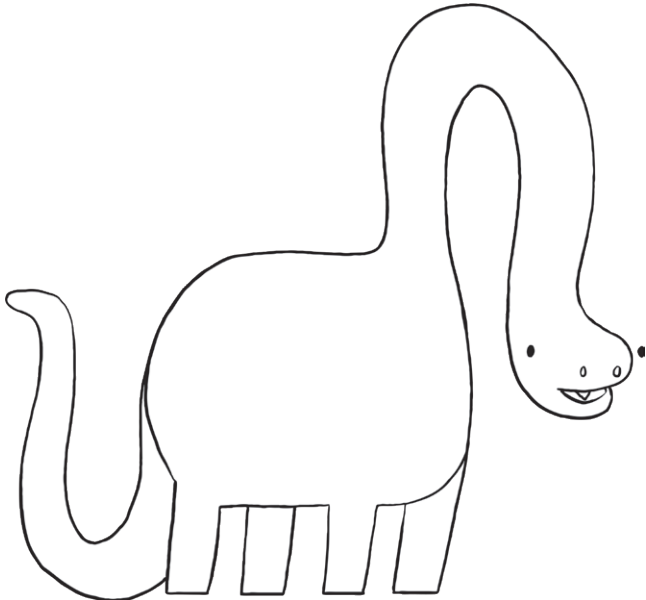




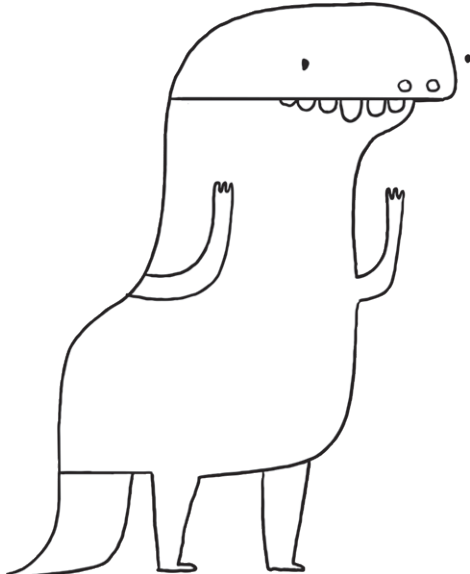




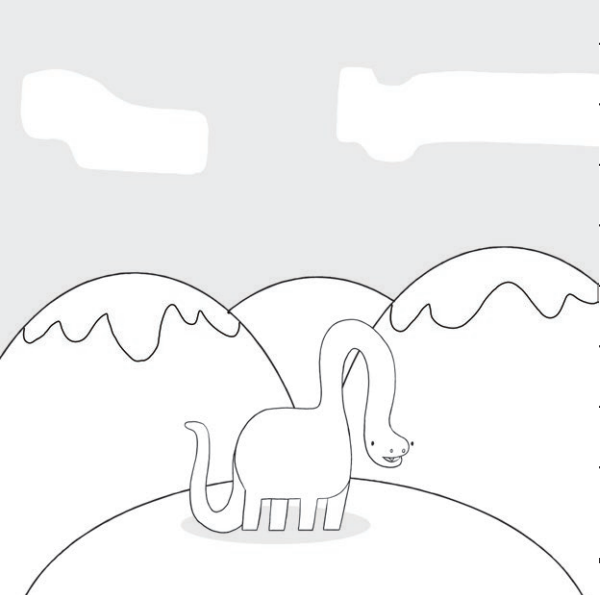
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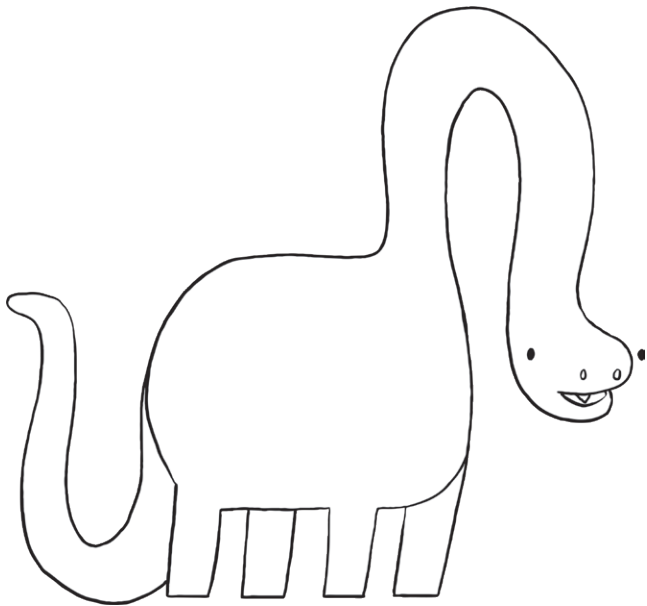


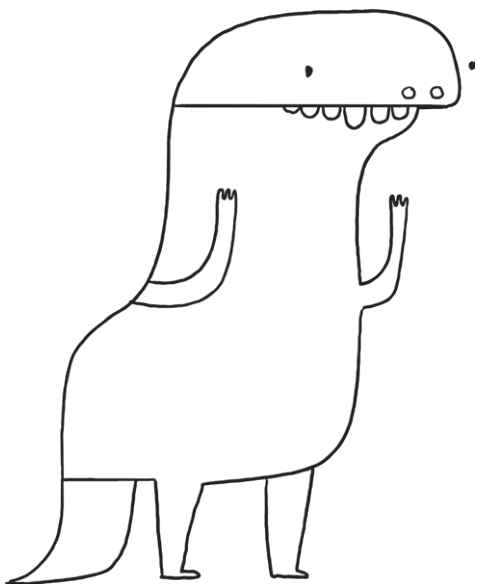
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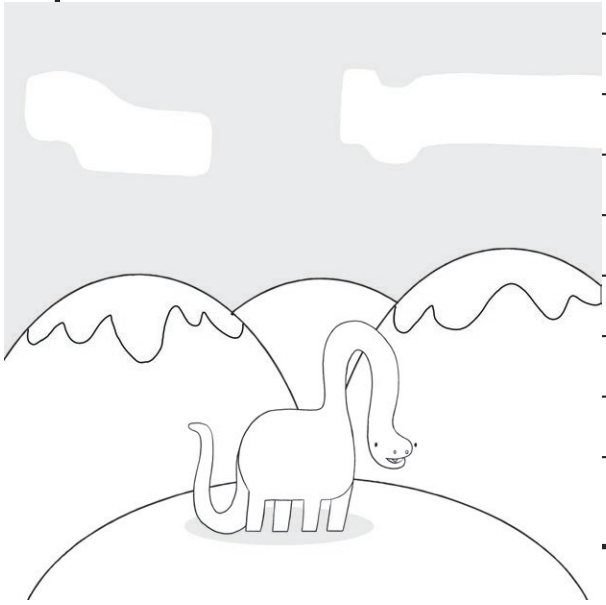
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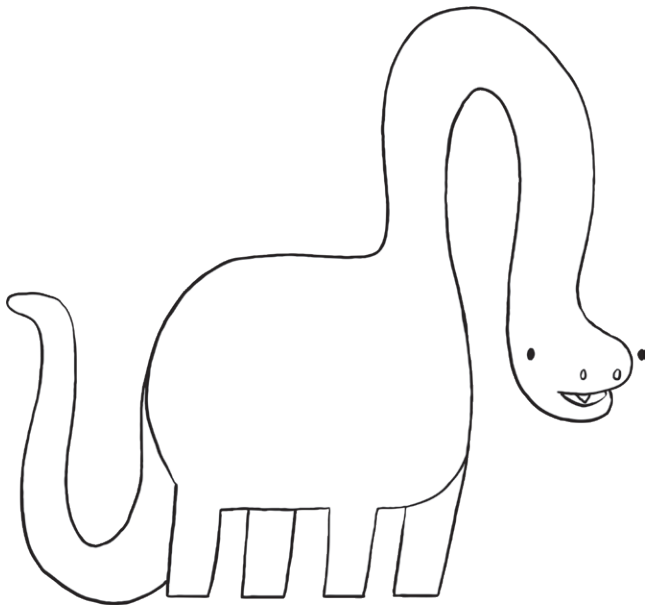


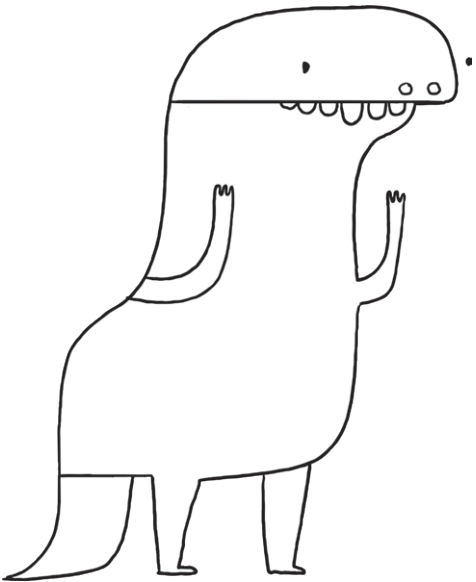


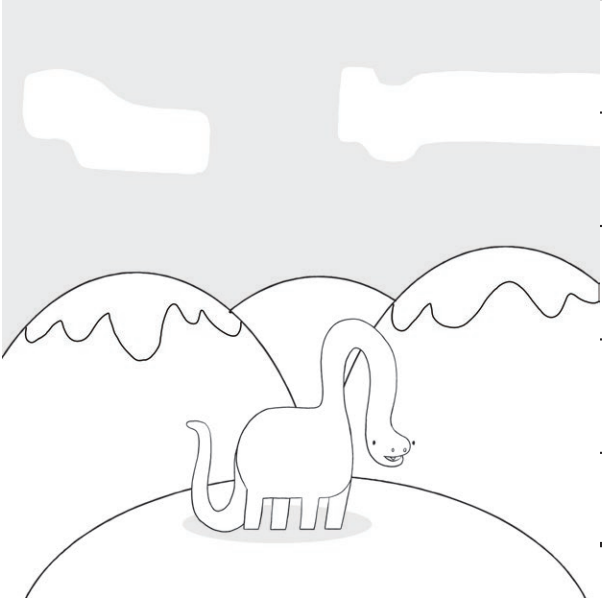


Handwriting practice lines consisting of a solid top line, a dashed middle line, and a solid bottom line. There are ten sets of these lines, providing space for practicing letter formation.

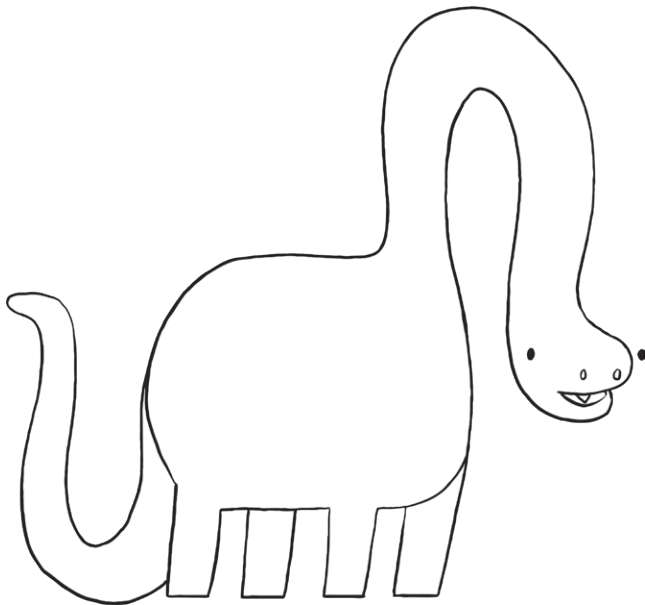






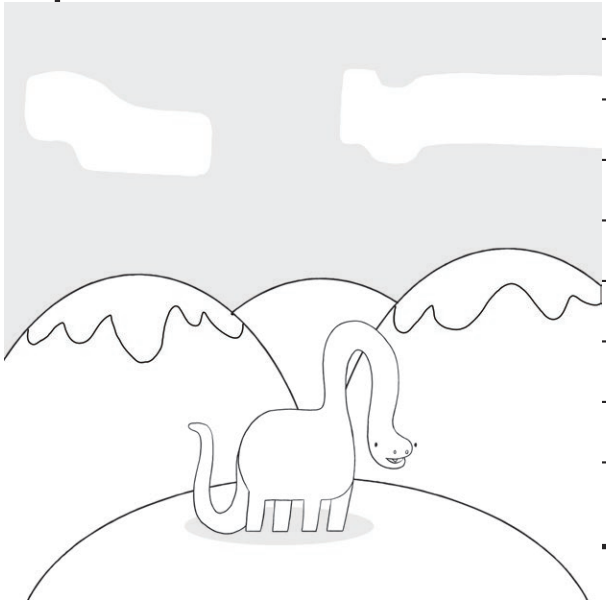


Handwriting practice lines consisting of ten horizontal lines within a rectangular frame.



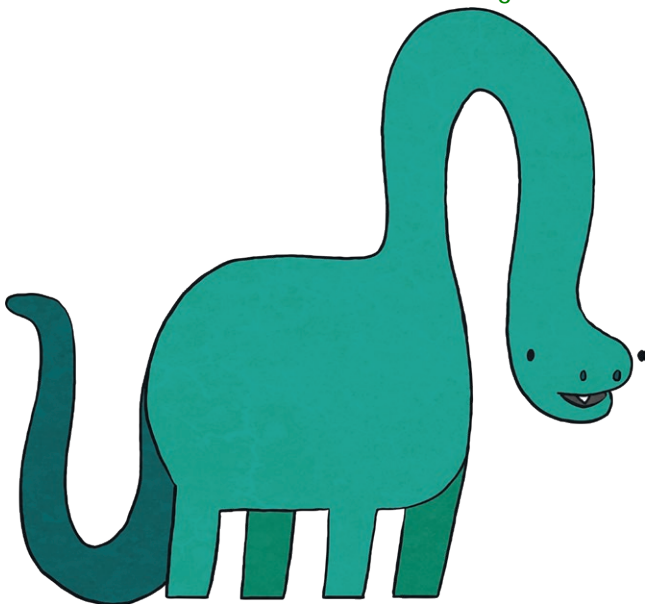
Handwriting practice lines consisting of ten horizontal lines, positioned to the right of the giraffe illustration.

Handwriting practice lines consisting of ten horizontal lines within a rectangular frame.

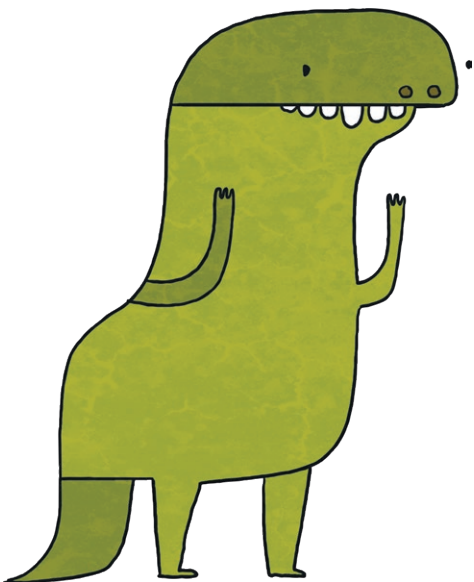


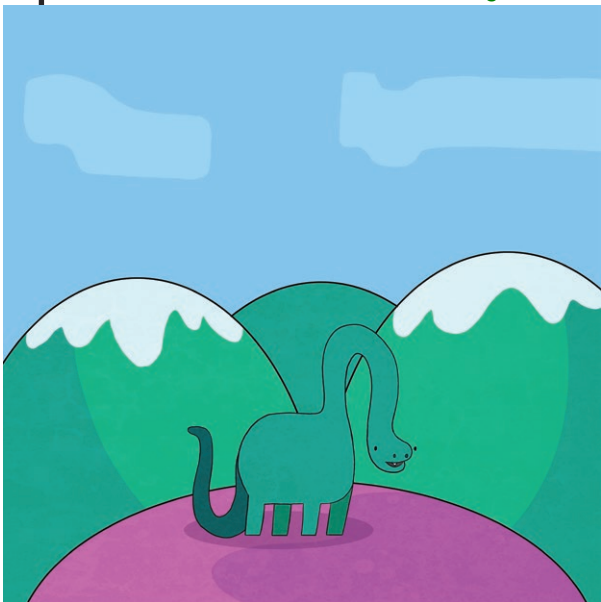
Handwriting practice lines consisting of ten horizontal lines, positioned to the right of the swan illustration.

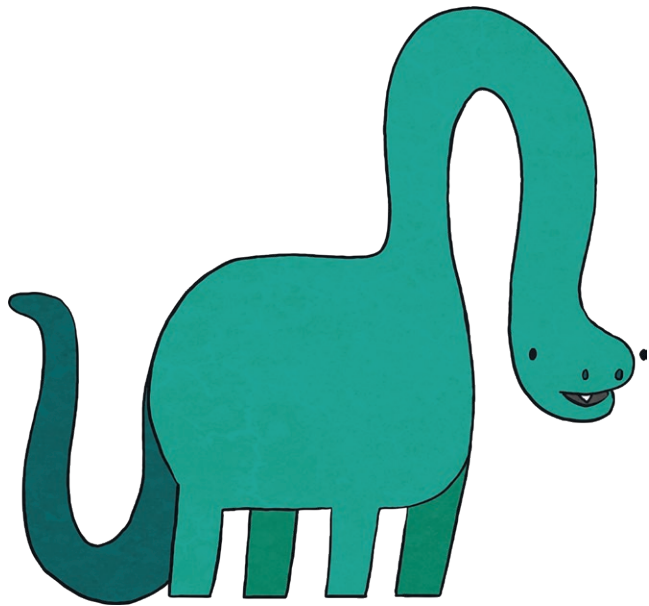
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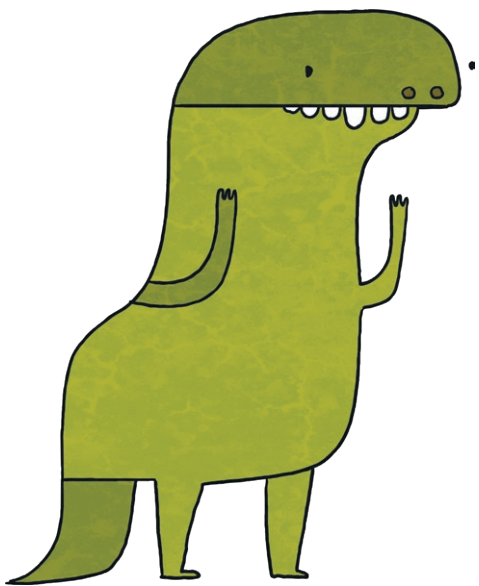


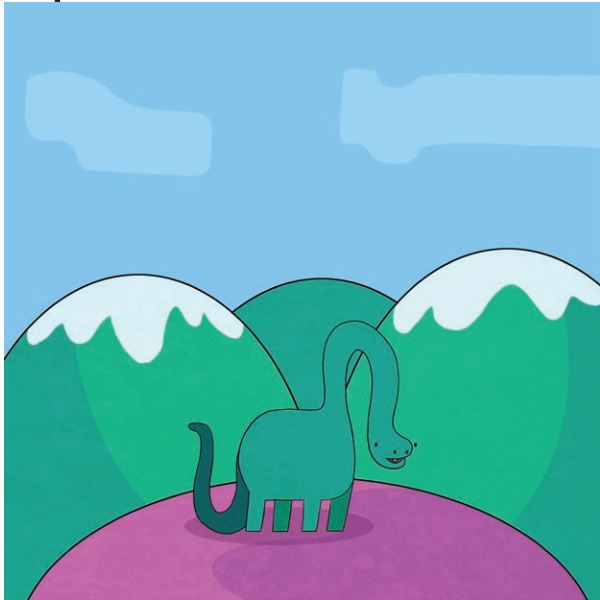
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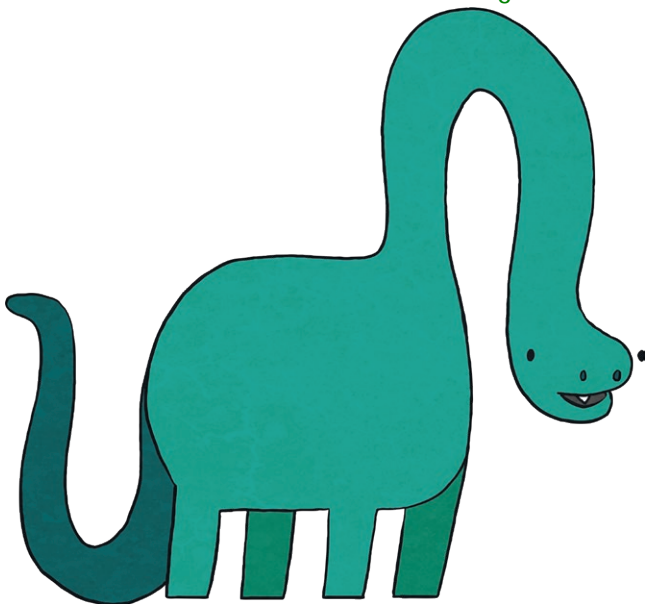




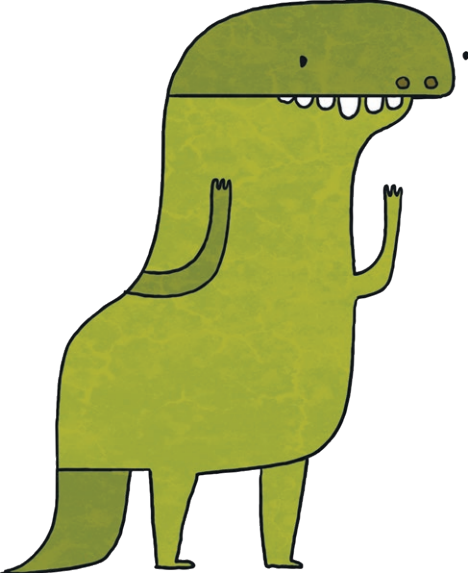




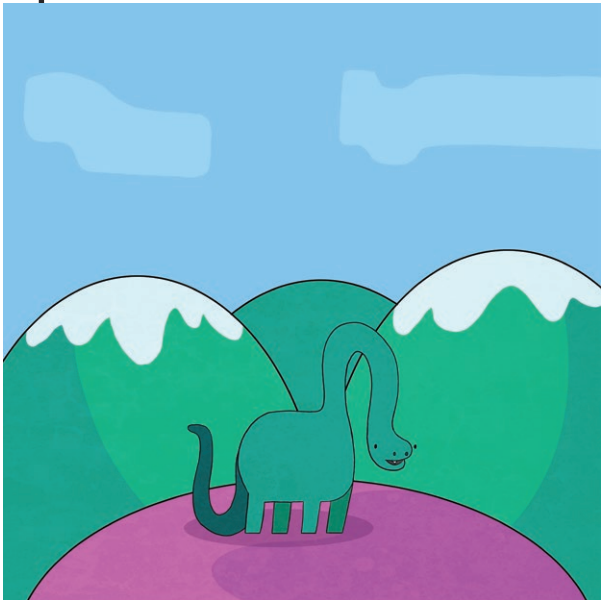
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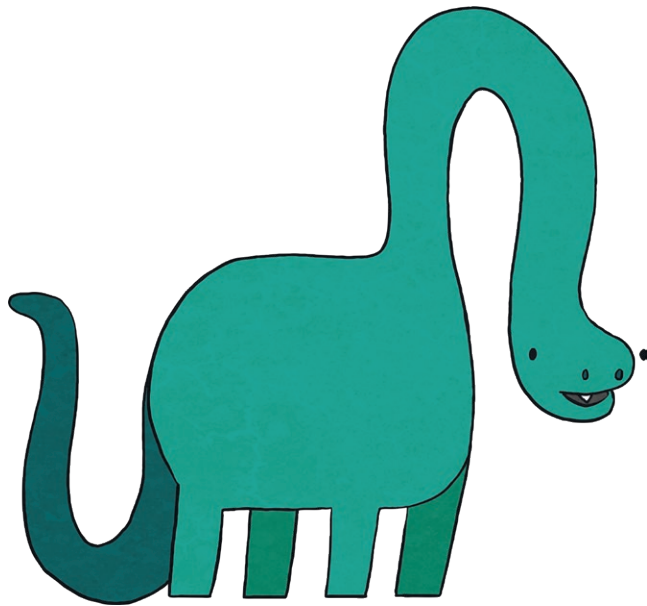


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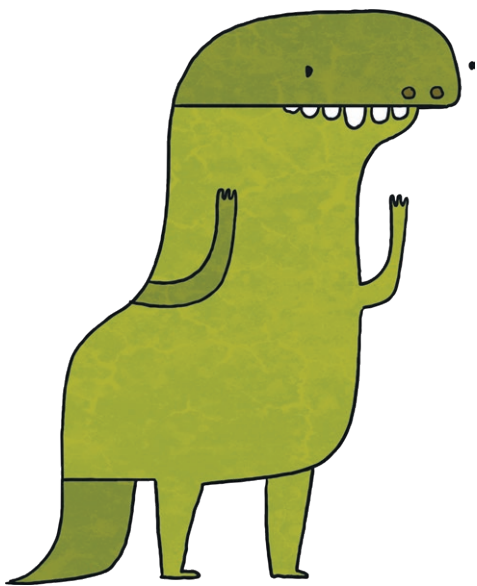


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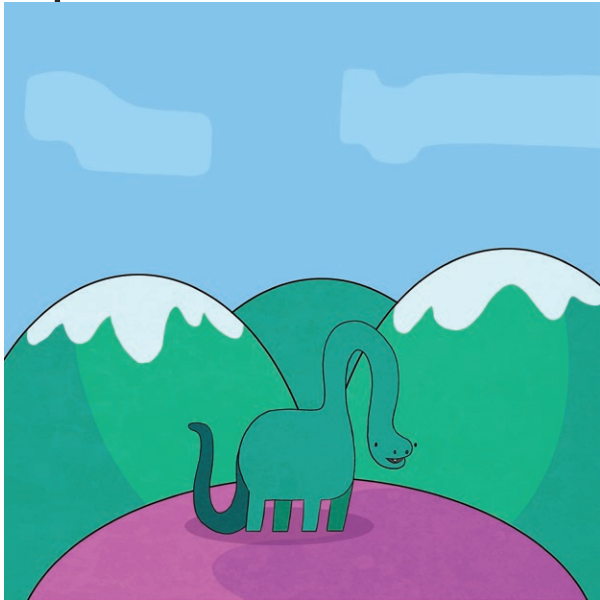




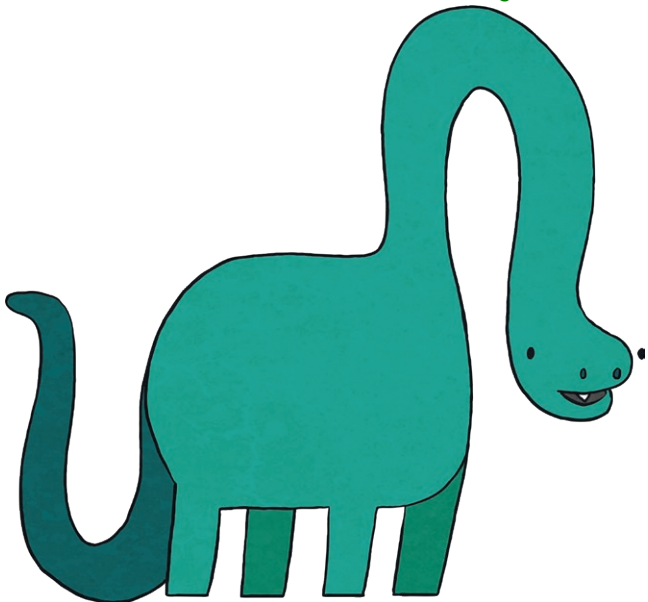
A large empty rectangular box for drawing or writing.



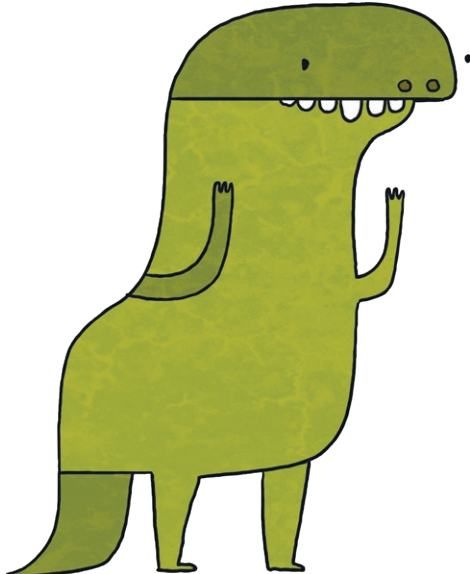
Five horizontal lines for writing, positioned to the right of the dinosaur.



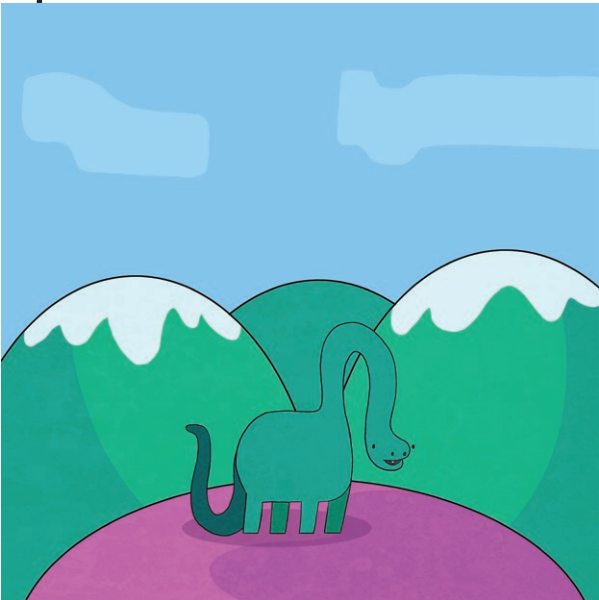
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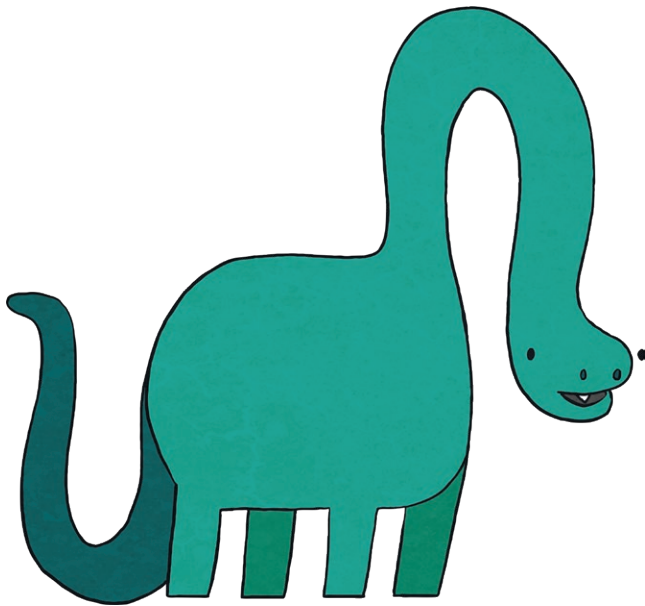


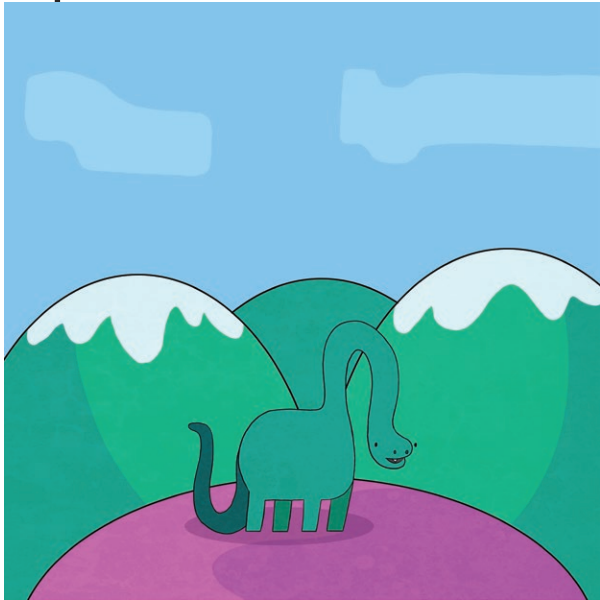
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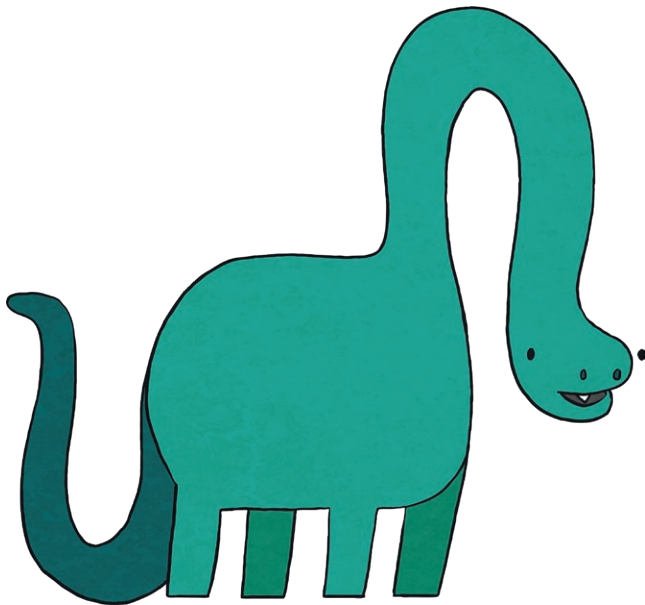


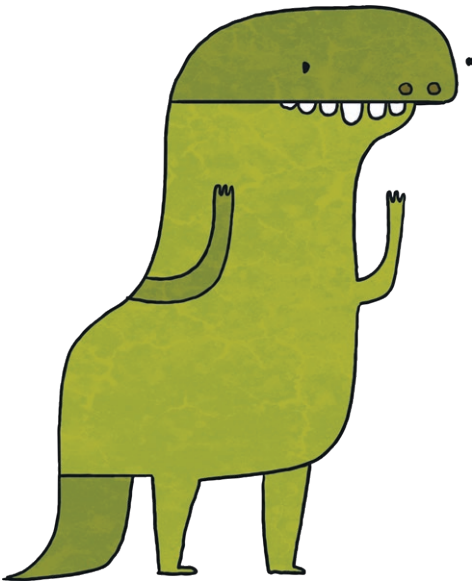
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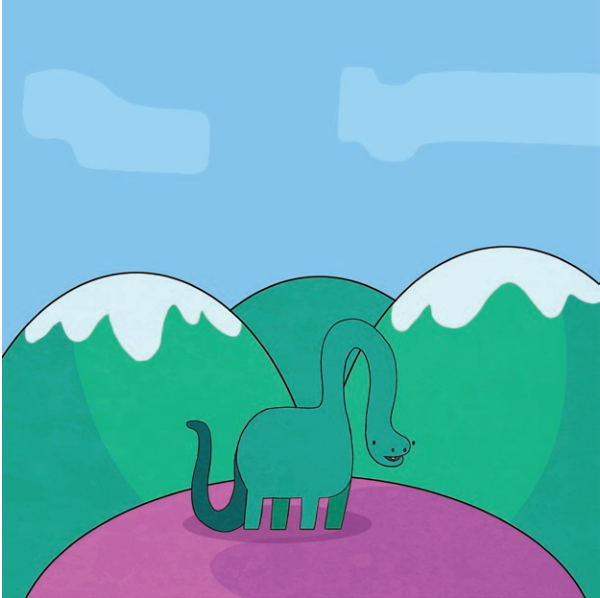


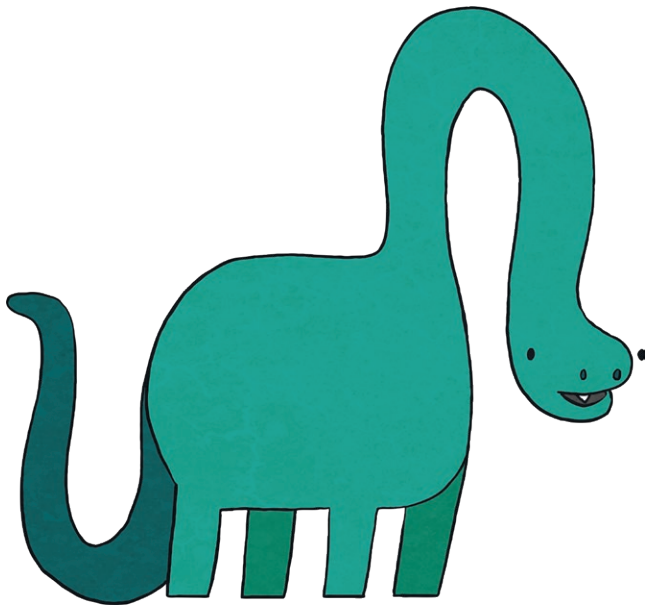


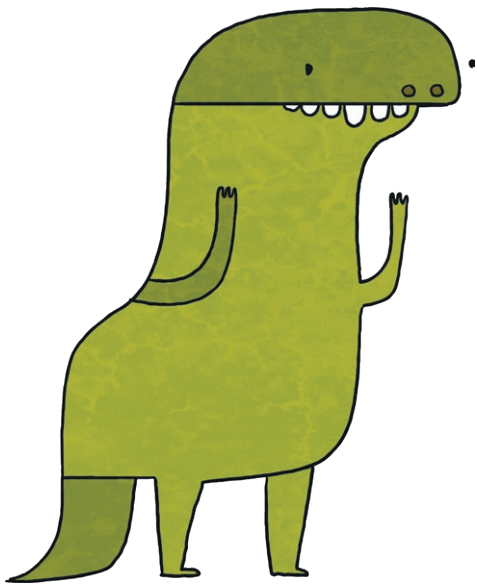


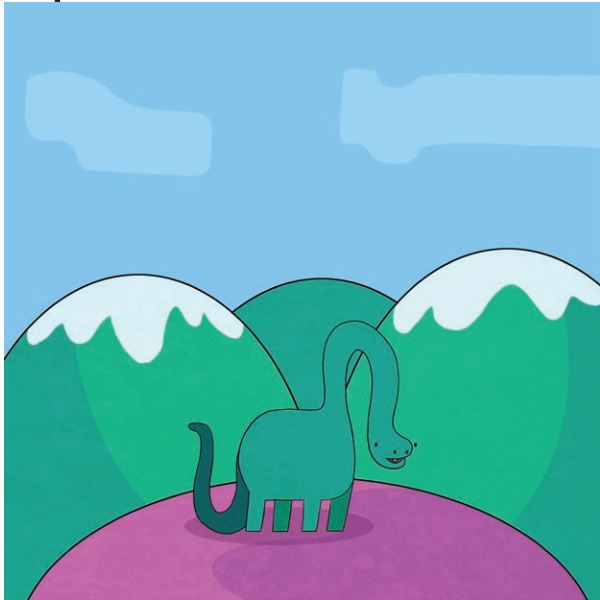




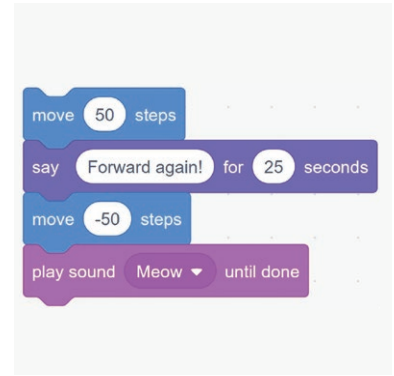








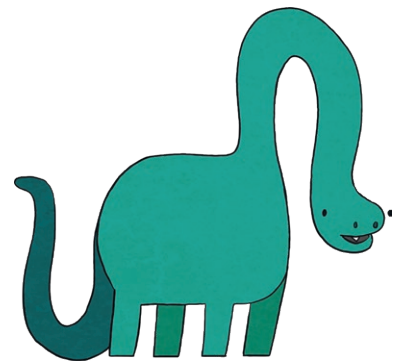
code



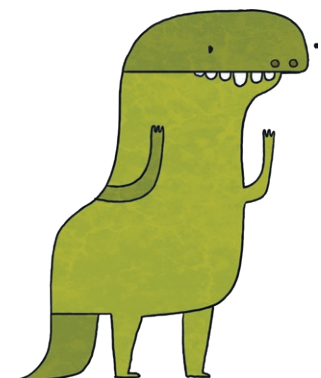
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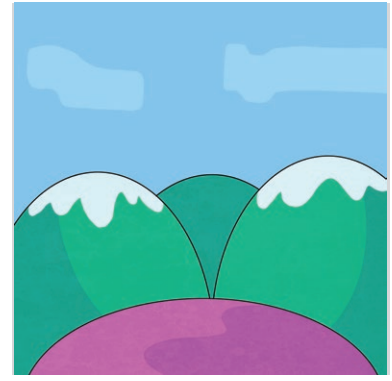
sprite



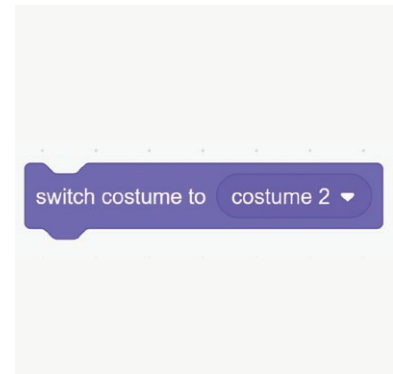
character



backdrop

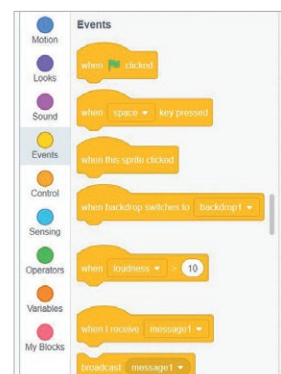


block



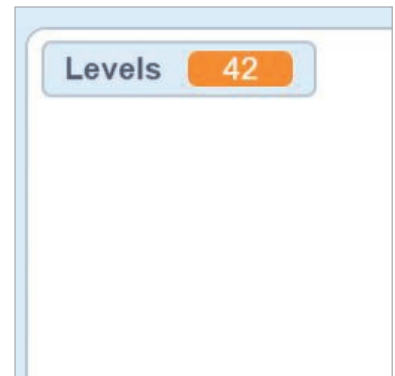
test

events

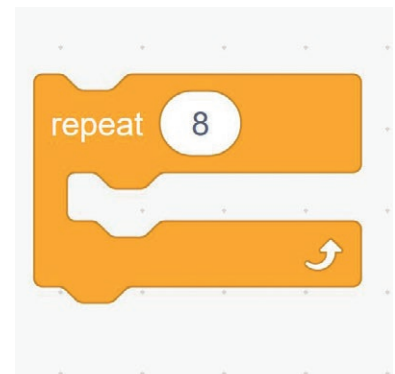


sequence

levels



repeat

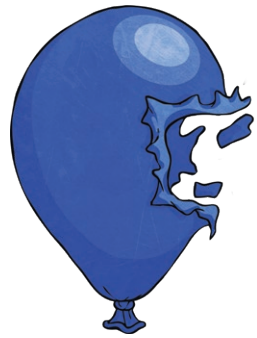


commentary



consequence

costume



penalty

scripts

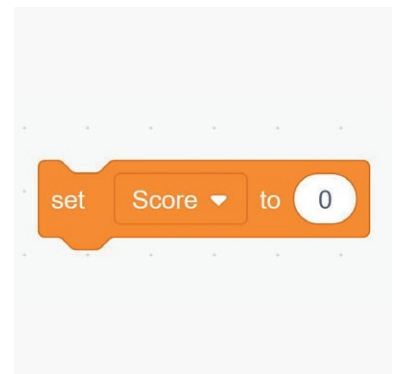


debug

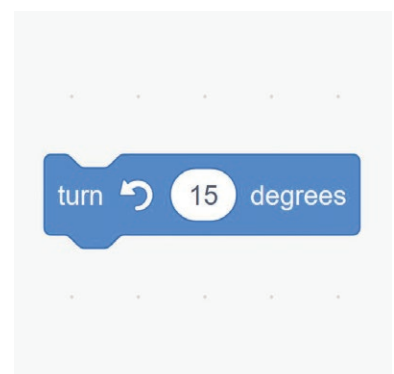


action

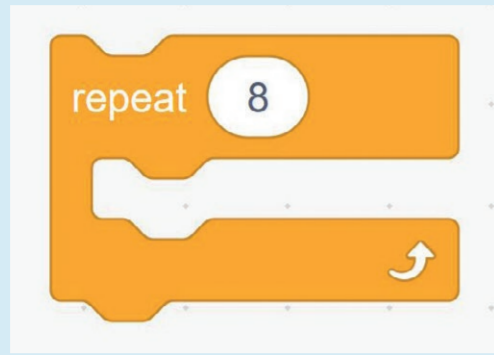
score



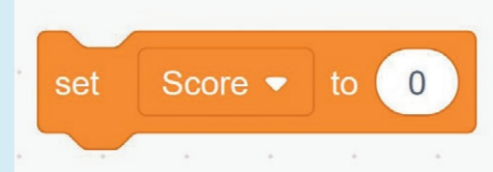
variable



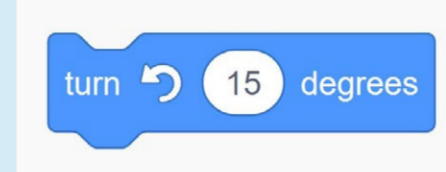
Scratch – Developing Games



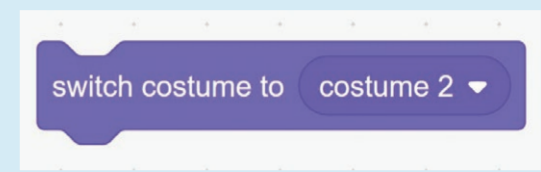
repeat



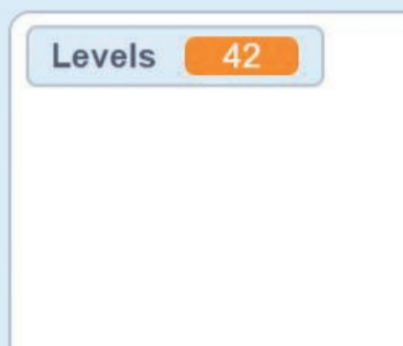
score



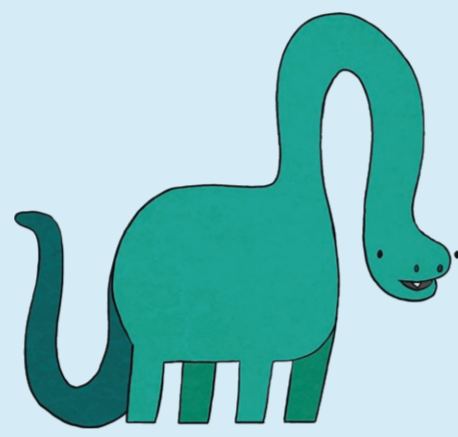
variable



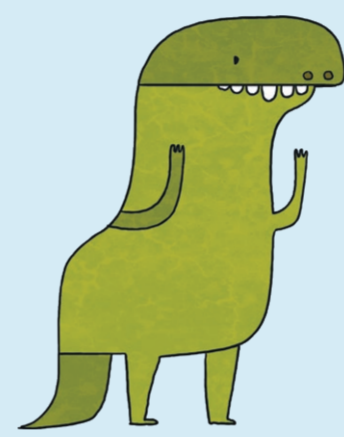
block



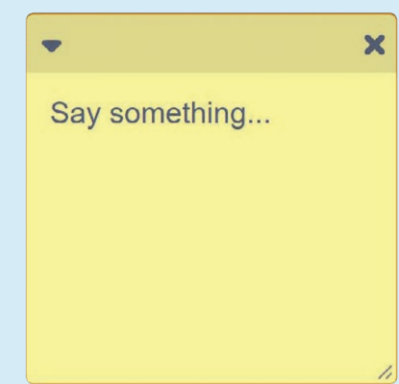
level



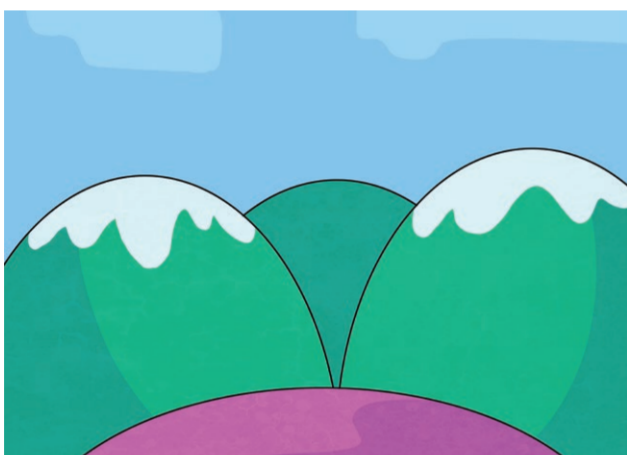
costume



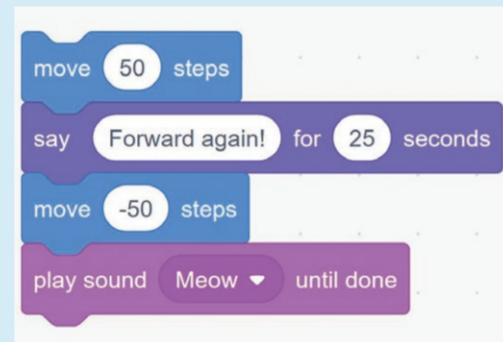
sprite



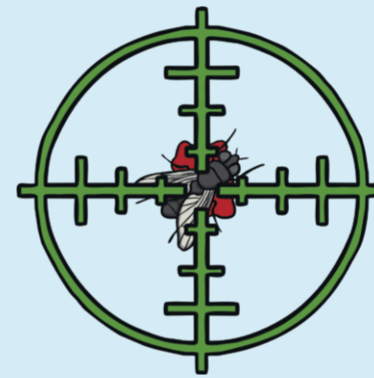
commentary



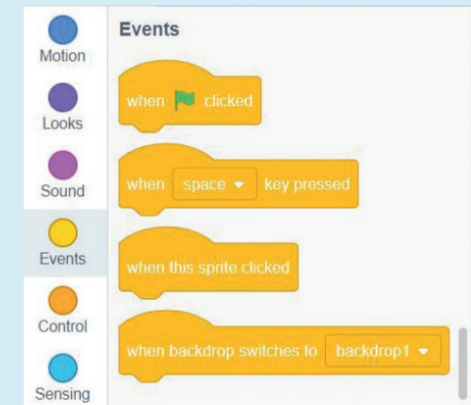
backdrop



code



debug



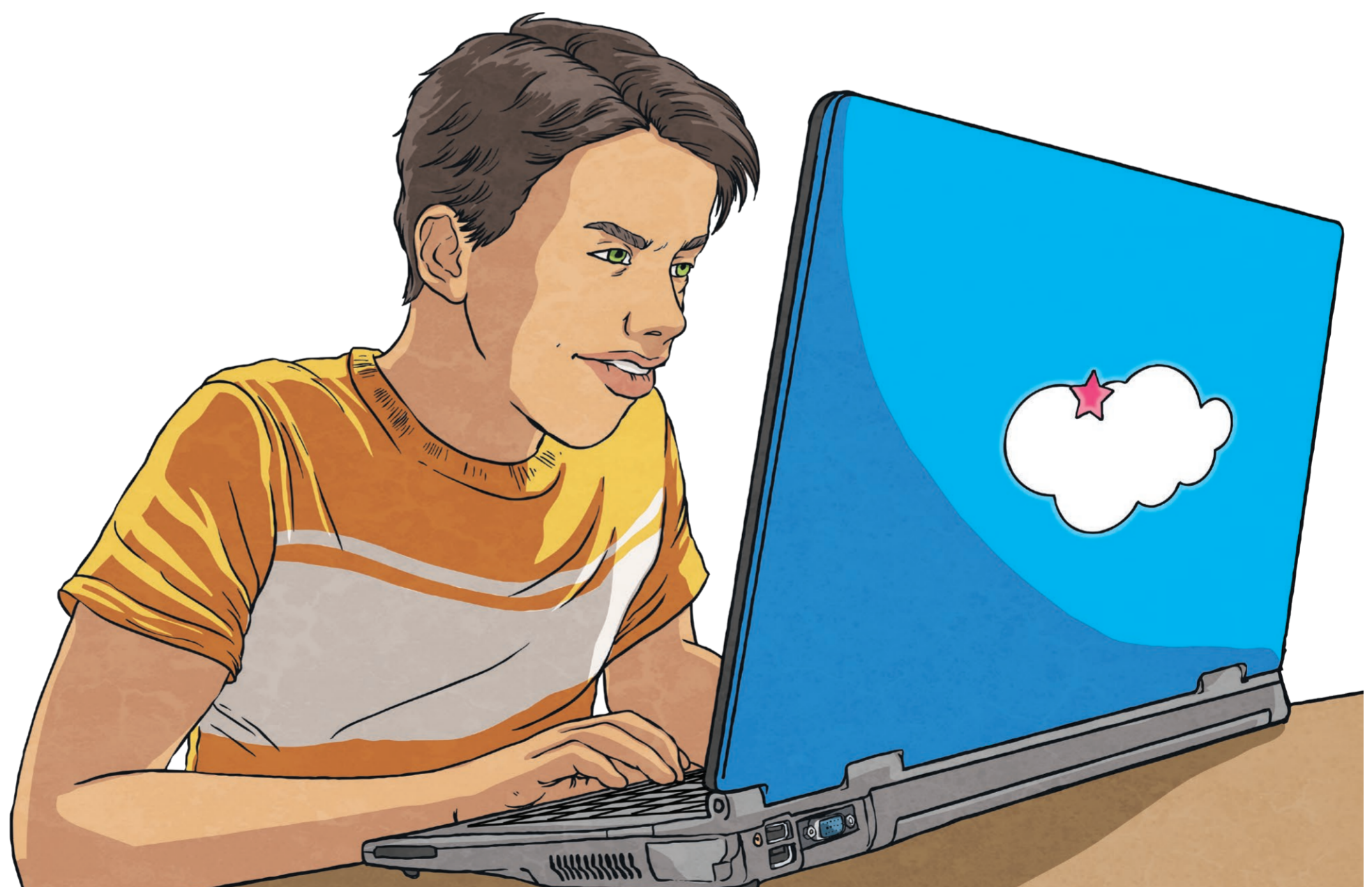
events



scripts



algorithm



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a a e d s t n e v e u o
e s i b c t c j b k k w
a c t i o n o s t e b i
s f c r l d d a e m e r
c a o b e d e h s u i e
o b u l v p u h t t h p
r l n i e g e s i s o e
e o q g l g g n b o j a
m c a d s u f i a c a t
o k h o b a k n i l f l
l e j e u e k l k l t p
u p d s c r i p t m k y

code
block
script
events

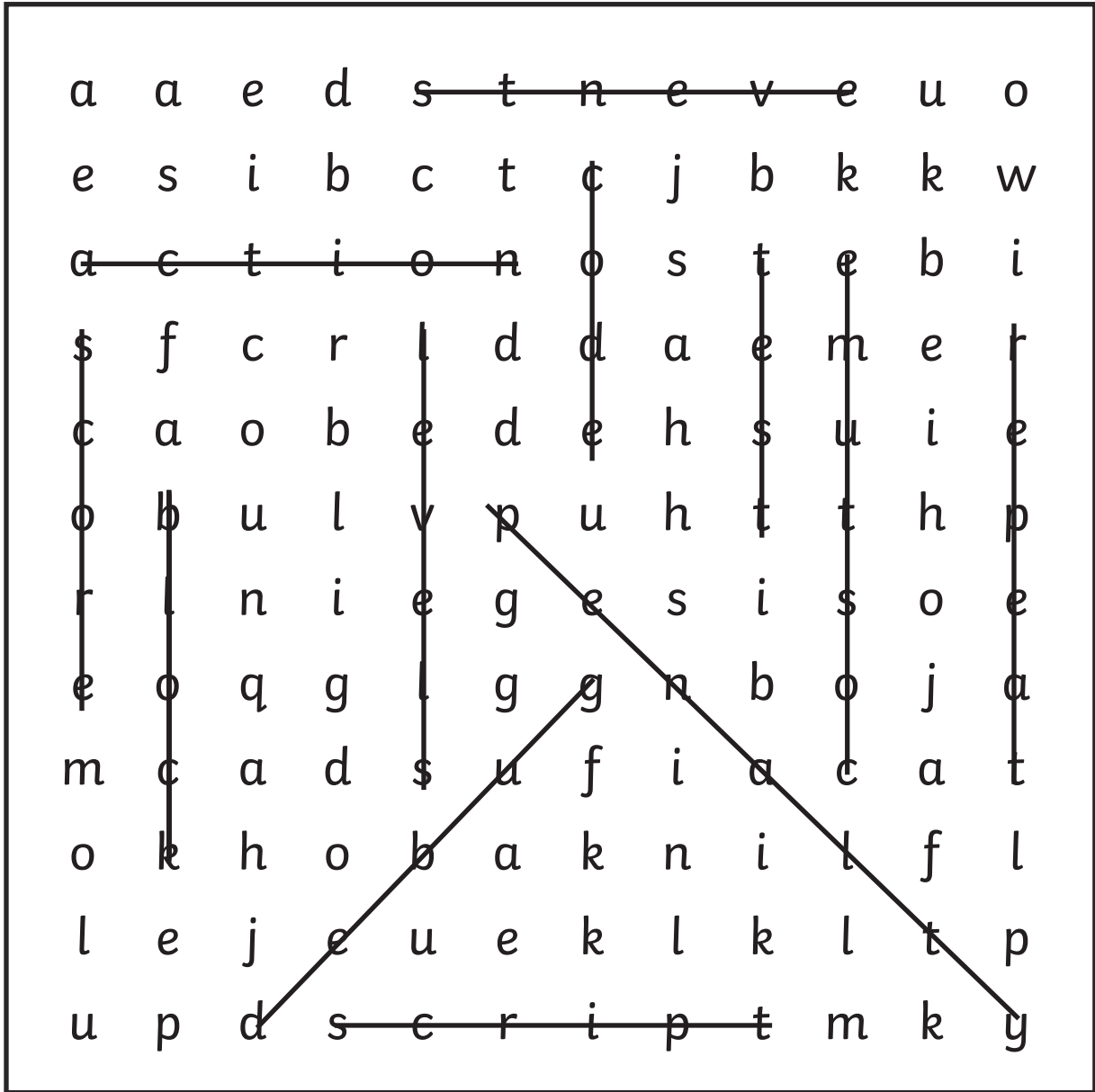
levels
repeat
action
penalty

test
debug
costume
score

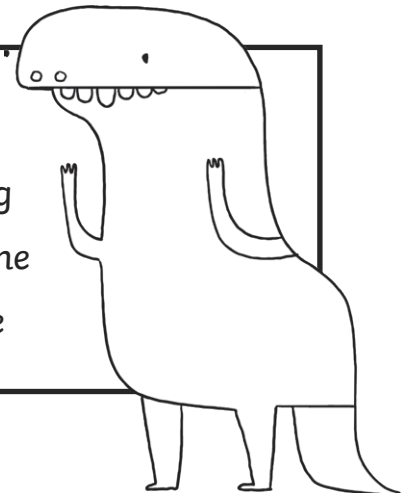


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Answers



code	levels	test
block	repeat	debug
script	action	costume
events	penalty	score



Scratch – Developing Games

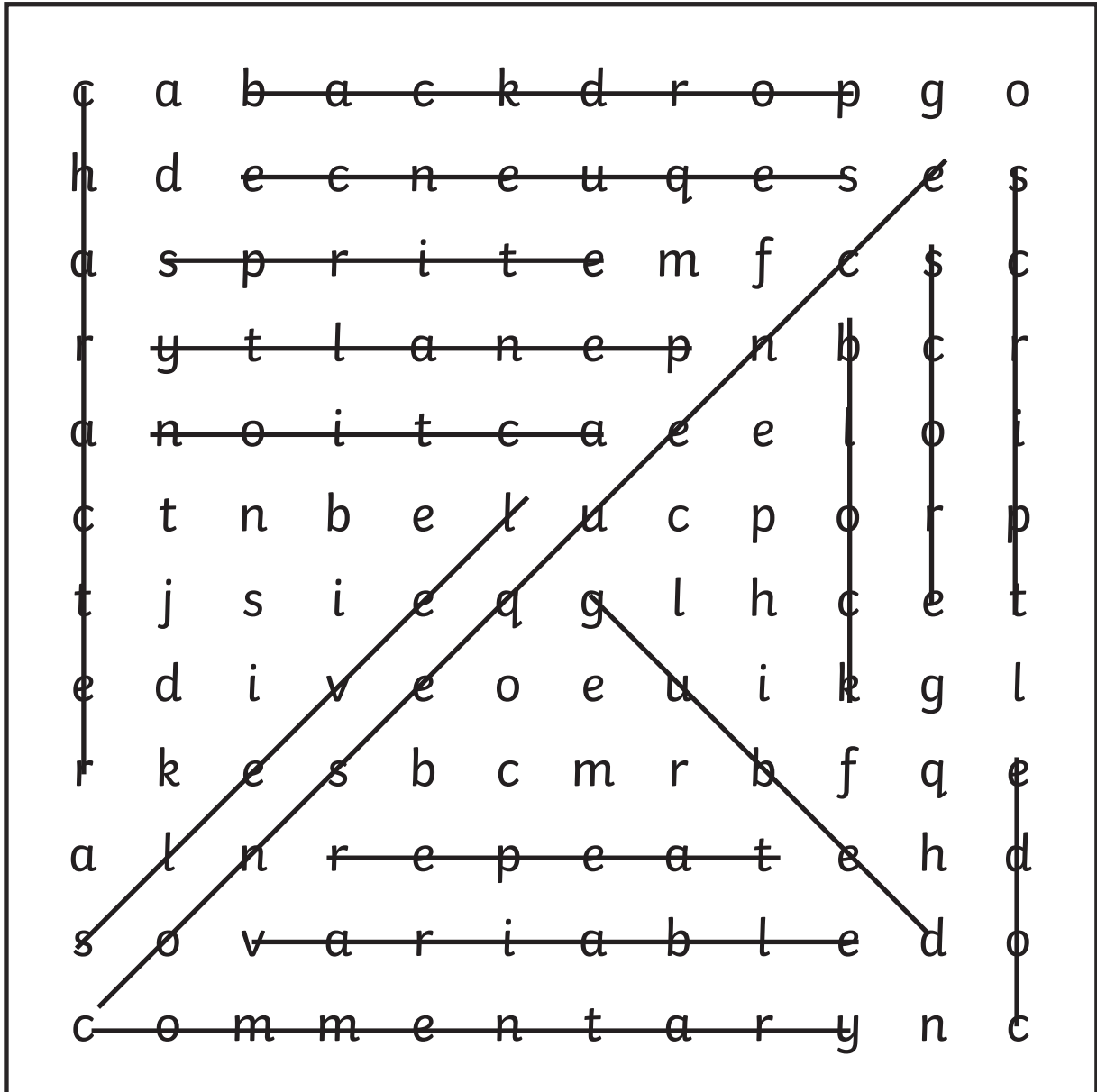
c a b a c k d r o p g o
h d e c n e u q e s e s
a s p r i t e m f c s c
r y t l a n e p n b c r
a n o i t c a e e l o i
c t n b e l u c p o r p
t j s i e q g l h c e t
e d i v e o e u i k g l
r k e s b c m r b f q e
a l n r e p e a t e h d
s o v a r i a b l e d o
c o m m e n t a r y n c

code	backdrop	score	block
levels	commentary	variable	script
sprite	consequence	action	sequence
character	debug	penalty	repeat



Scratch – Developing Games

Answers



code	backdrop	score	block
levels	commentary	variable	script
sprite	consequence	action	sequence
character	debug	penalty	repeat

