

Space Game

v1

Supported by

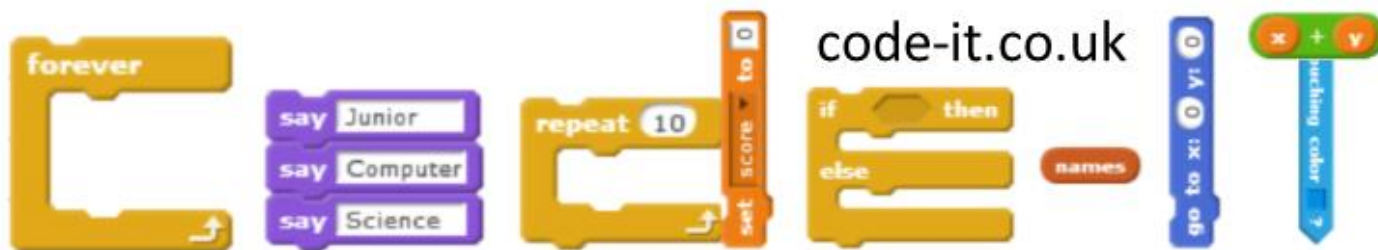


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Inspector / Advisor

[CAS](#) Community Leader

Author of the
[code-it](#) resources

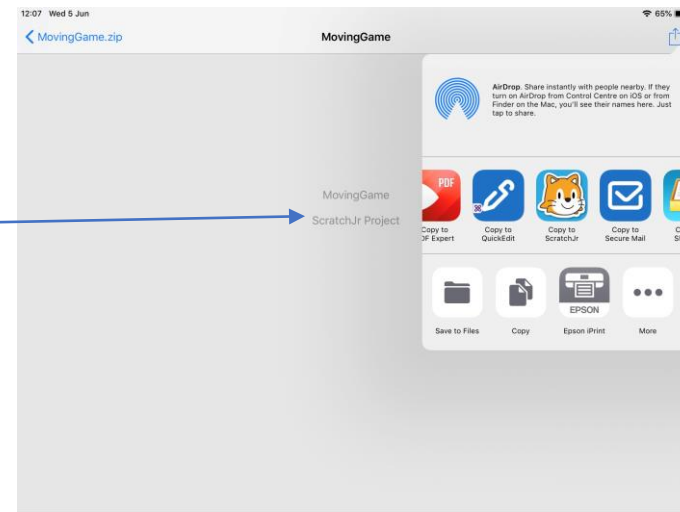
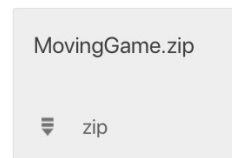


Space Game Resources

- Traditional space game planning to compare
 - <http://code-it.co.uk/sjmovinggame>
- Space Game code ZIP
 - <http://code-it.co.uk/wp-content/uploads/2015/10/MovingGame.zip>

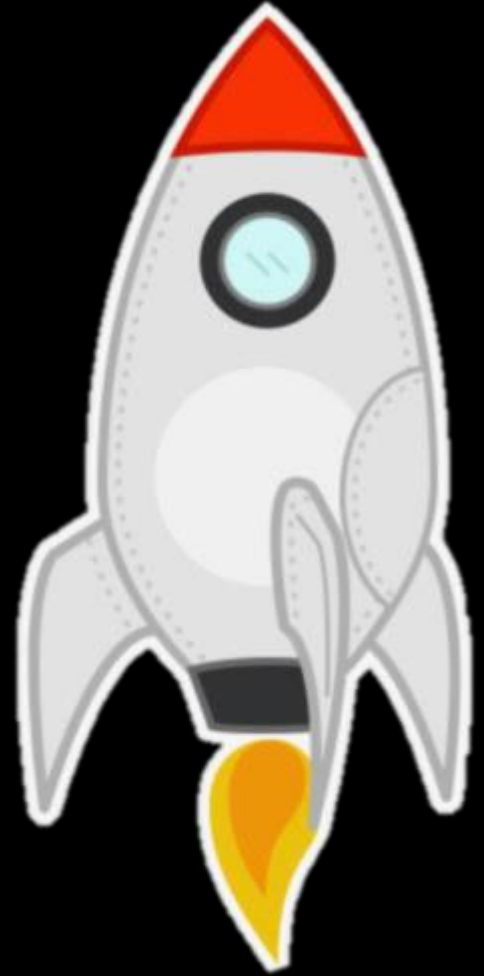
- To use

- Email/save to tablet
- Open zip
- Preview
- Open with Scratch Junior



Use the game

Use but don't change it



SCRATCH JR

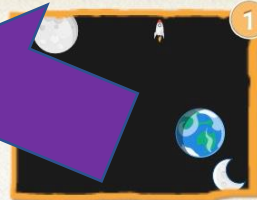
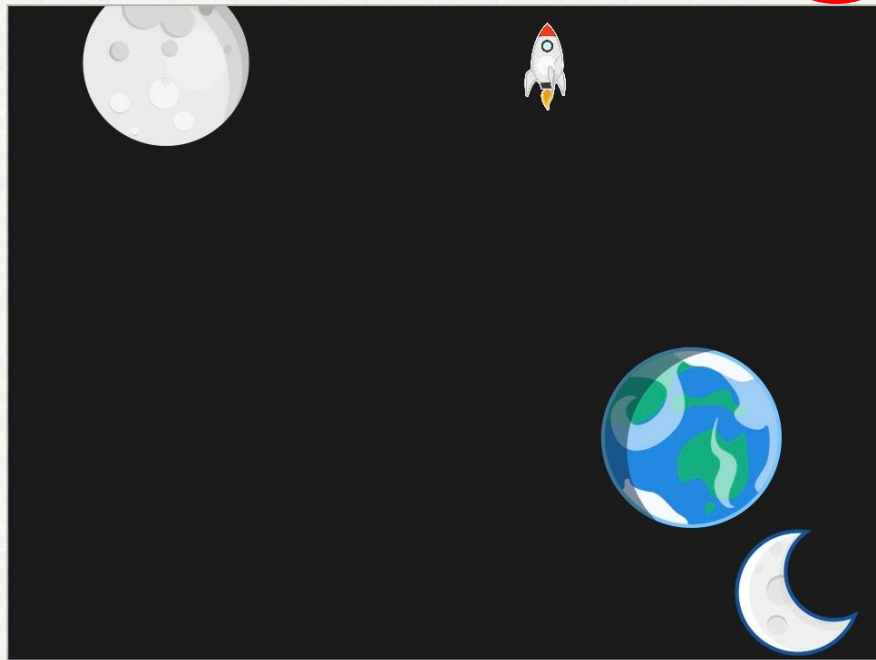


Rocket

Earth

Full Moon

Moon




What does it do?


SCRATCH JR

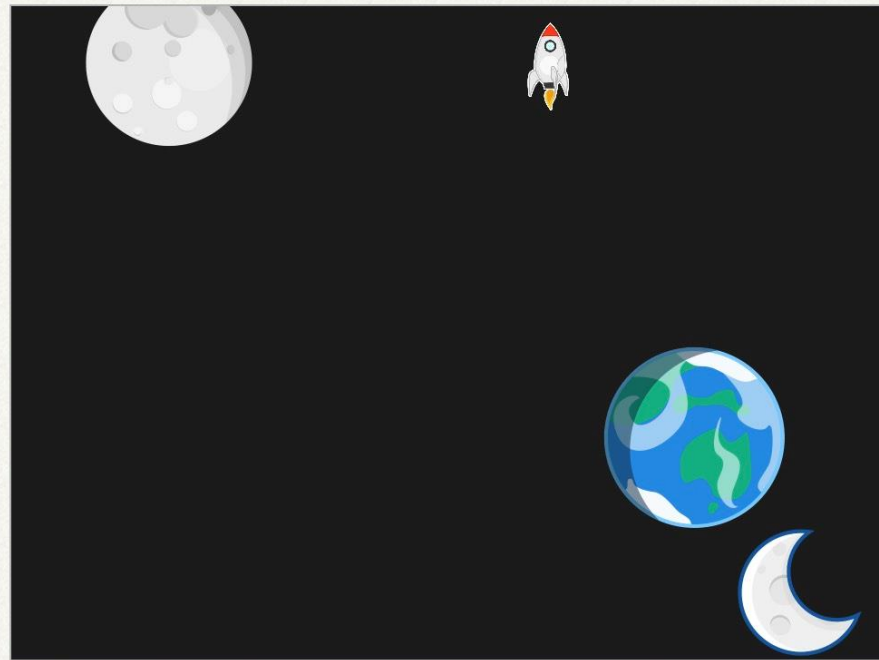



Rocket 

Earth 

Full Moon 

Moon 



1 

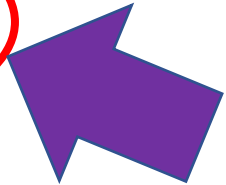
2 The End 



Scratch Jr. Action Bar:               



   1

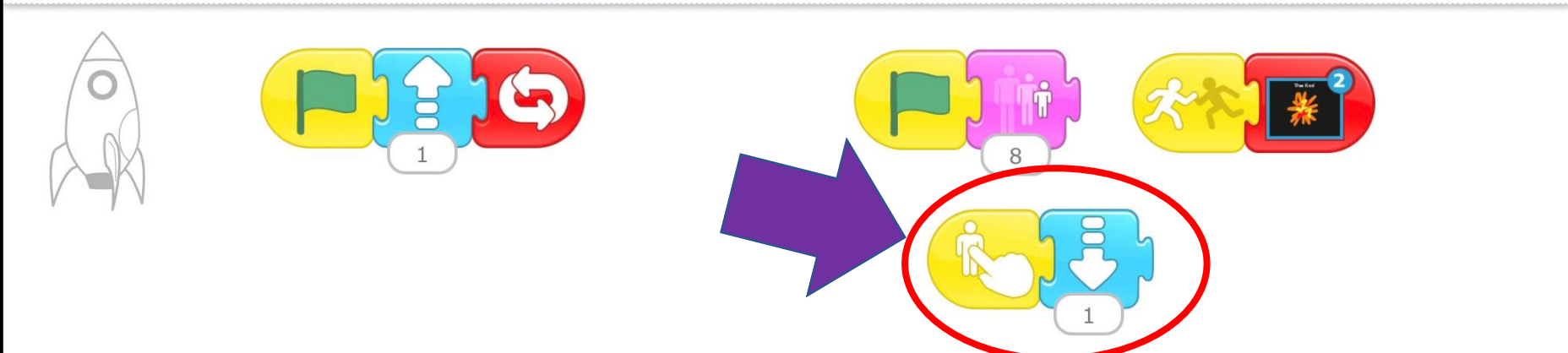
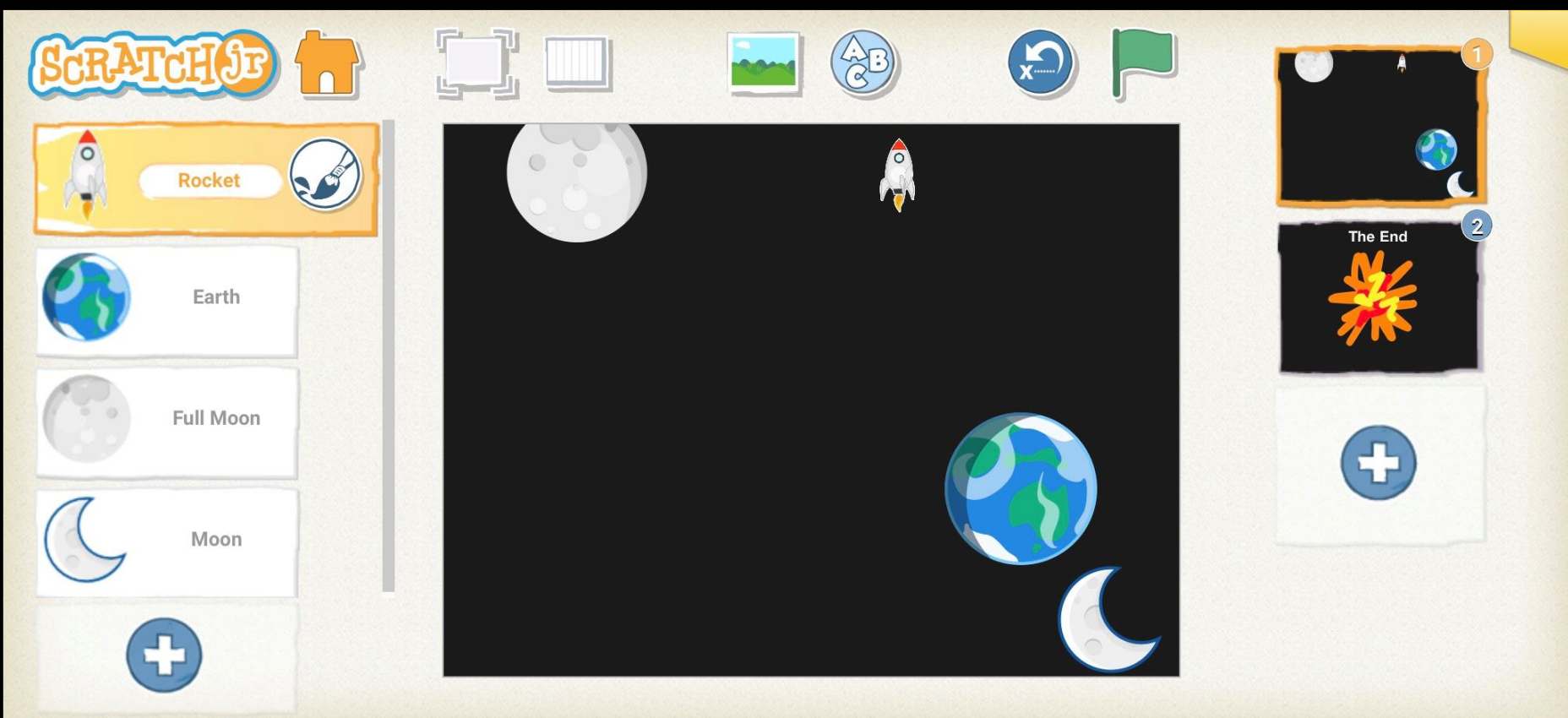


  8

  2

  1

What does it do?



What does it do?



What does it do?


SCRATCH JR

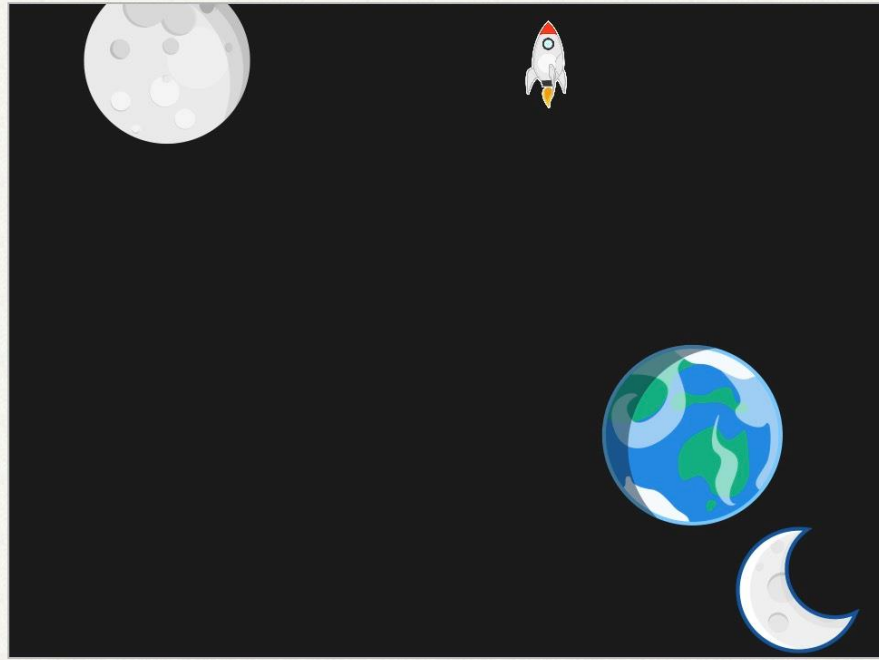


Rocket 

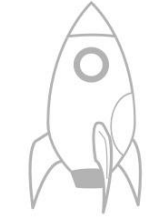
Earth 

Full Moon 

Moon 



Scratch Jr. action bar containing icons for speech, navigation, characters, sound, network, video, movement, rotation, and other actions.

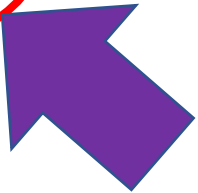


Scratch Jr. script area showing a sequence of three blocks: a yellow 'when green flag clicked' block, a blue 'move up 1' block, and a red 'rotate 1' block.

Scratch Jr. script area showing a sequence of two blocks: a yellow 'when green flag clicked' block and a pink 'say for 8' block.

Scratch Jr. script area showing a sequence of two blocks: a yellow 'when green flag clicked' block and a red 'when green flag clicked' block with a '2' in a circle. This block is circled in red.

Scratch Jr. script area showing a sequence of two blocks: a yellow 'when green flag clicked' block and a blue 'move down 1' block.



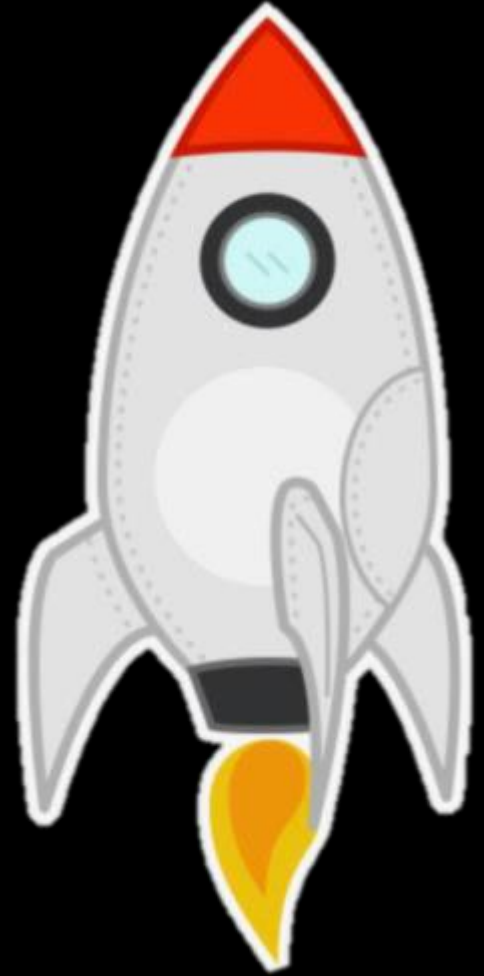
What does it do?



What does it do?

Modify the game

Make small changes (no new blocks)




SCRATCH JR

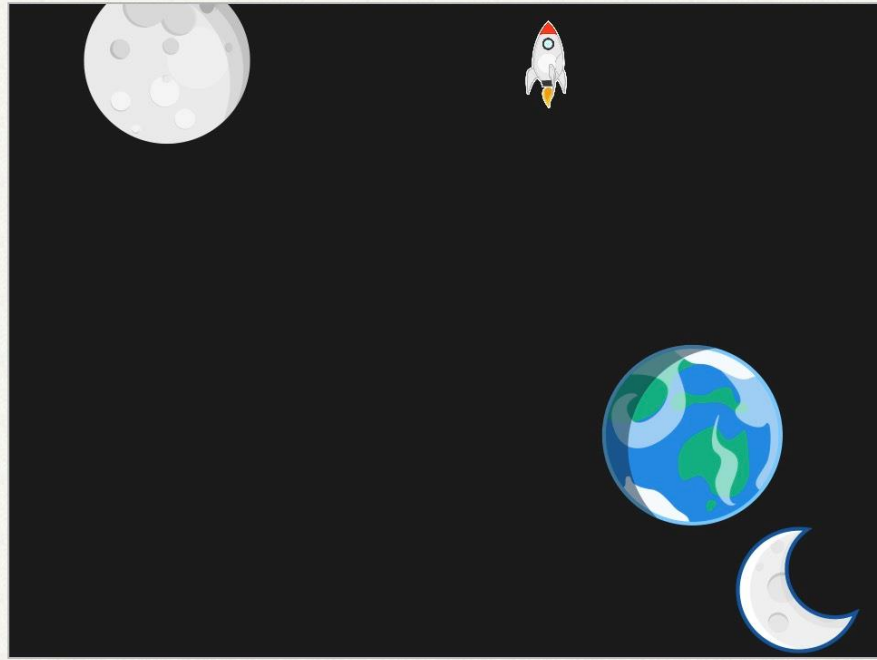


Rocket 

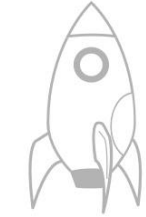
Earth 

Full Moon 

Moon 



Scratch Jr. command palette with icons for: speech bubble, arrow, person, speaker, network, speech bubble, move right, move left, move up, move down, rotate clockwise, rotate counter-clockwise, spin, zoom in, zoom out, and undo.



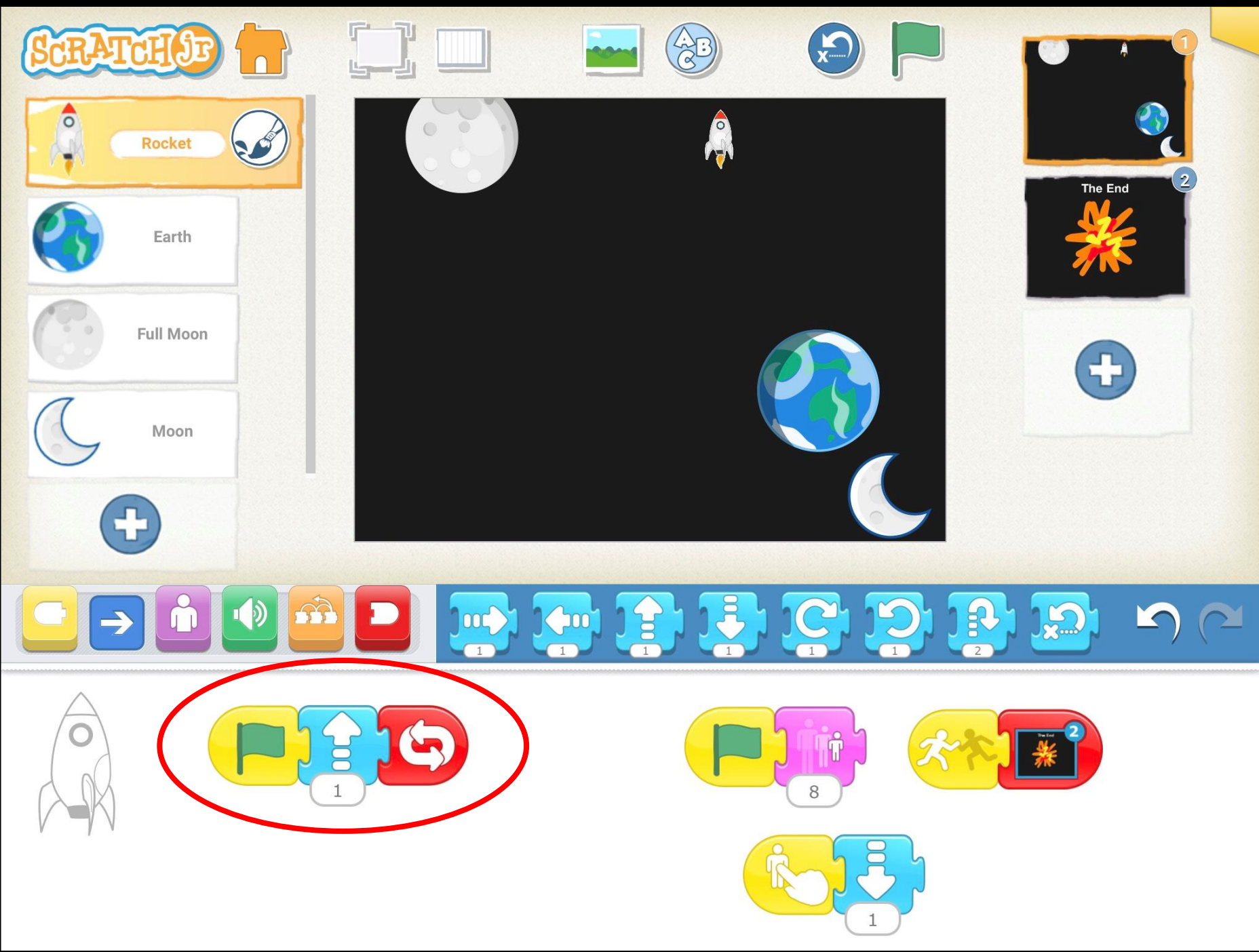
Storyboard panel 1: Flag clicked, move up 1, rotate clockwise.

Storyboard panel 1: Flag clicked, move up 8.

Storyboard panel 2: Run, The End.

Storyboard panel 1: Move up 1.

Make the rocket go faster



Make the rocket go faster


Hint

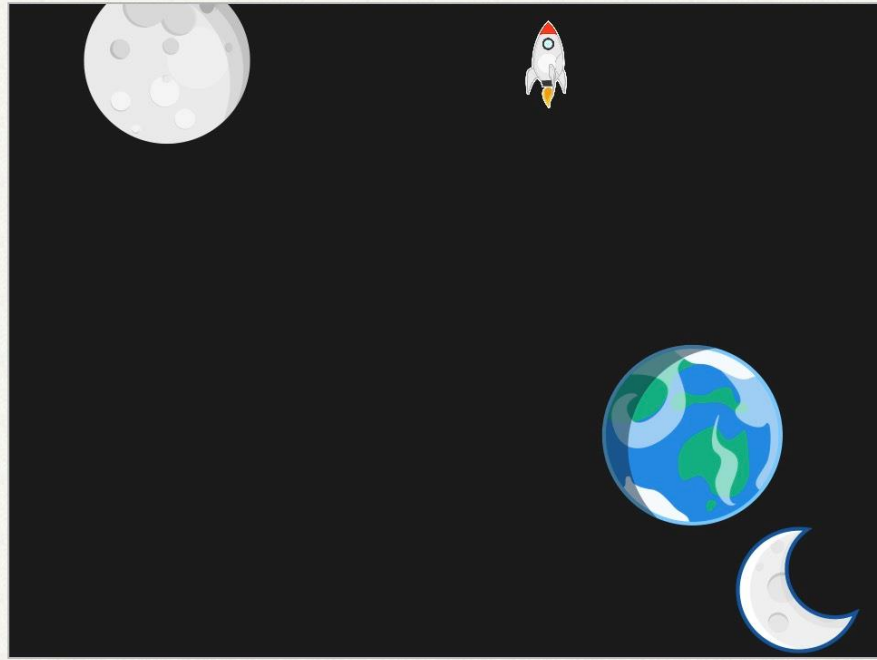


Rocket 

Earth 

Full Moon 

Moon 



Higher number

Make the rocket go faster



Make the rocket move backwards when touched



Make the rocket move backwards when touched

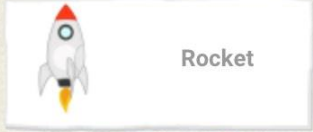
Hint



Make the rocket move backwards when touched

Hint

SCRATCH JR



Rocket



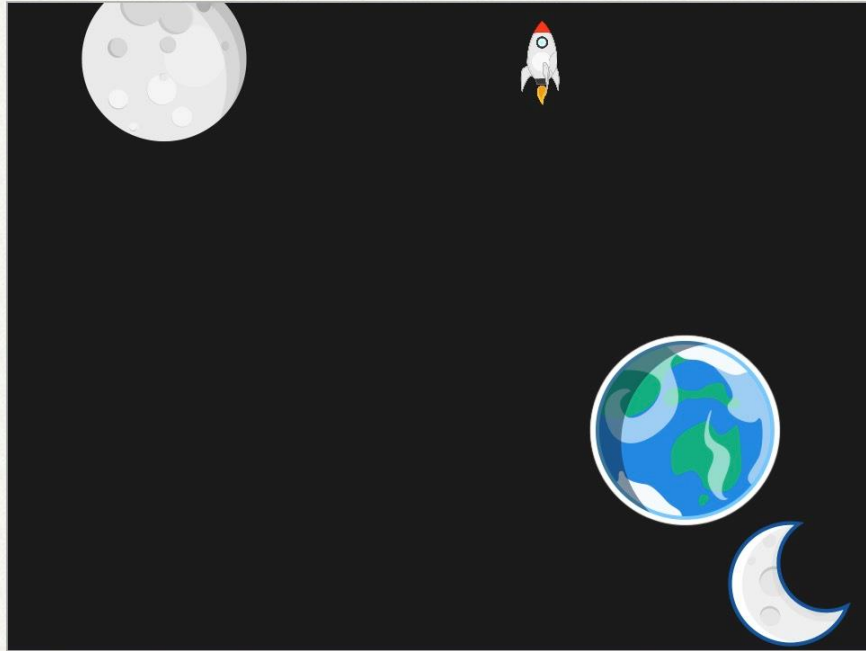
Earth



Full Moon



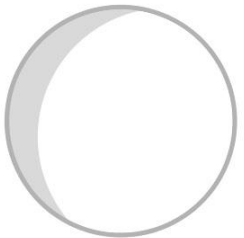
Moon



1



2



1

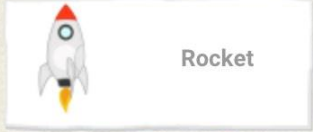
Make the earth move faster



Make the earth move faster

Hint

SCRATCH JR



Rocket



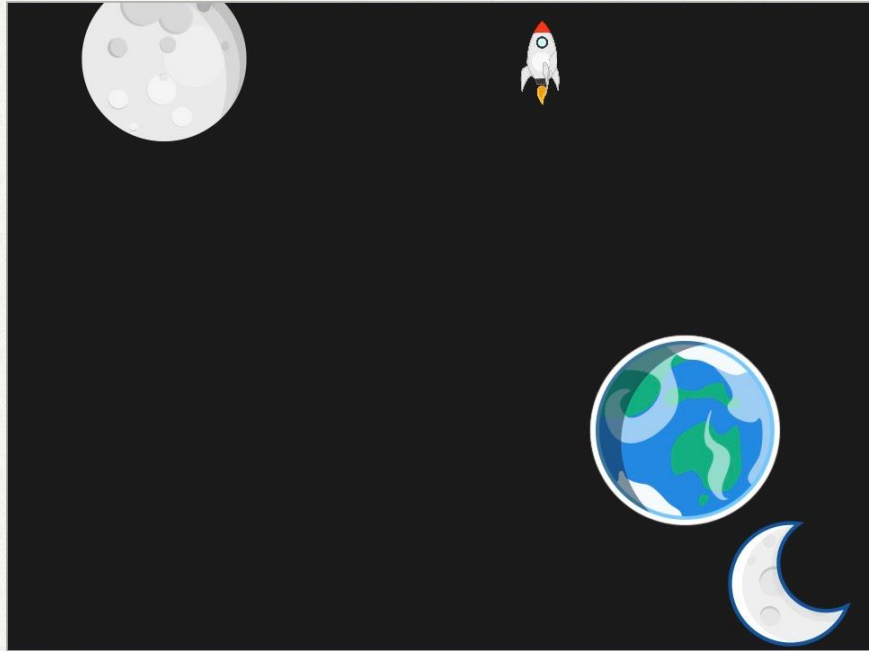
Earth



Full Moon



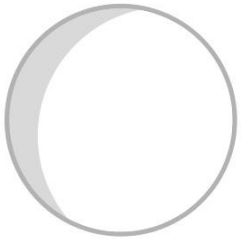
Moon



1



2

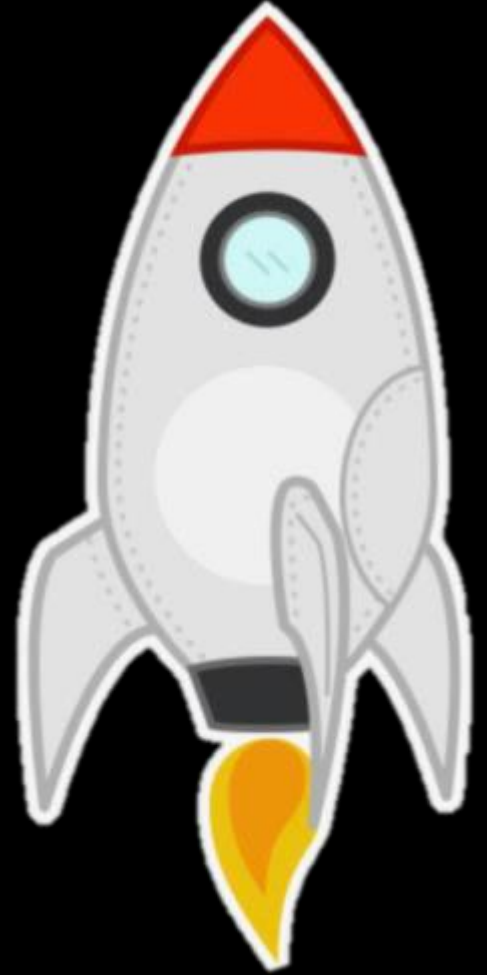


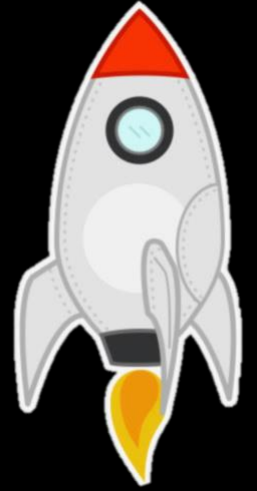
1

Higher number

Make the earth move faster

Create a game





Tell your partner how your game
is going to work

Build and Testing Time

