



# USER NOTICE:

**THIS IS A DEMONSTRATION RESOURCE  
AND THE CONTENT WITHIN ACTUAL  
COMPETITIONS MAY VARY.**



# CHALLENGE 1

AUTUMN MADNESS



# CHALLENGE 1 AUTUMN MADNESS

## THE TASK

YOUR TASK IS TO CREATE AN AUTUMN  
THEMED GAME USING SCRATCH



## CHALLENGE 1 AUTUMN MADNESS

# THE MUST HAVES

IN ORDER TO ACHIEVE FULL MARKS IN "THEME"  
YOUR PROJECT MUST HAVE THE FOLLOWING:

- POINT SCORING
- A WAY FOR THE GAME TO "END"
- A MINIMUM OF 1 SPRITE



## CHALLENGE 1 AUTUMN MADNESS

# POINT SCORING IN SCRATCH

YOUR QUICK PRIMARY CODING LEAGUE HOW TO  
GUIDE ON HOW TO CREATE POINT SCORING IN  
SCRATCH



# CHALLENGE 1 AUTUMN MADNESS

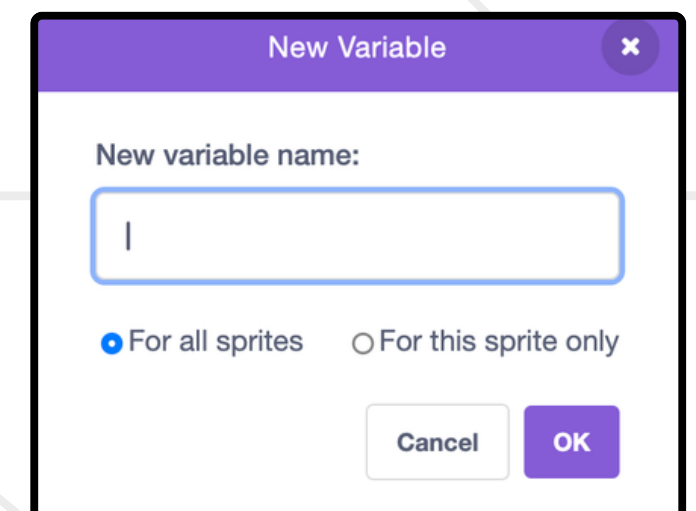
## VARIABLES

A VARIABLE IS A BLOCK OF CODE THAT CAN STORE NUMBERS AND TEXT. YOU CAN CREATE YOUR OWN VARIABLES IN SCRATCH.

FIRSTLY, YOU WILL NEED TO CLICK ON VARIABLES AND SELECT MAKE A VARIABLE.



A BOX WILL APPEAR WHERE YOU WILL NEED TO TYPE IN THE NAME 'SCORE'.







# CHALLENGE 1 AUTUMN MADNESS

TYPE IN THE NAME '**SCORE**'  
IN THE EMPTY BOX.

CLICK ON **FOR ALL**  
**SPRITES**, SO THE SCORE  
VARIABLE CAN BE  
ACCESSED BY ALL SPRITES.

New Variable

New variable name:

☒ For all sprites ☐ For this sprite only

Cancel

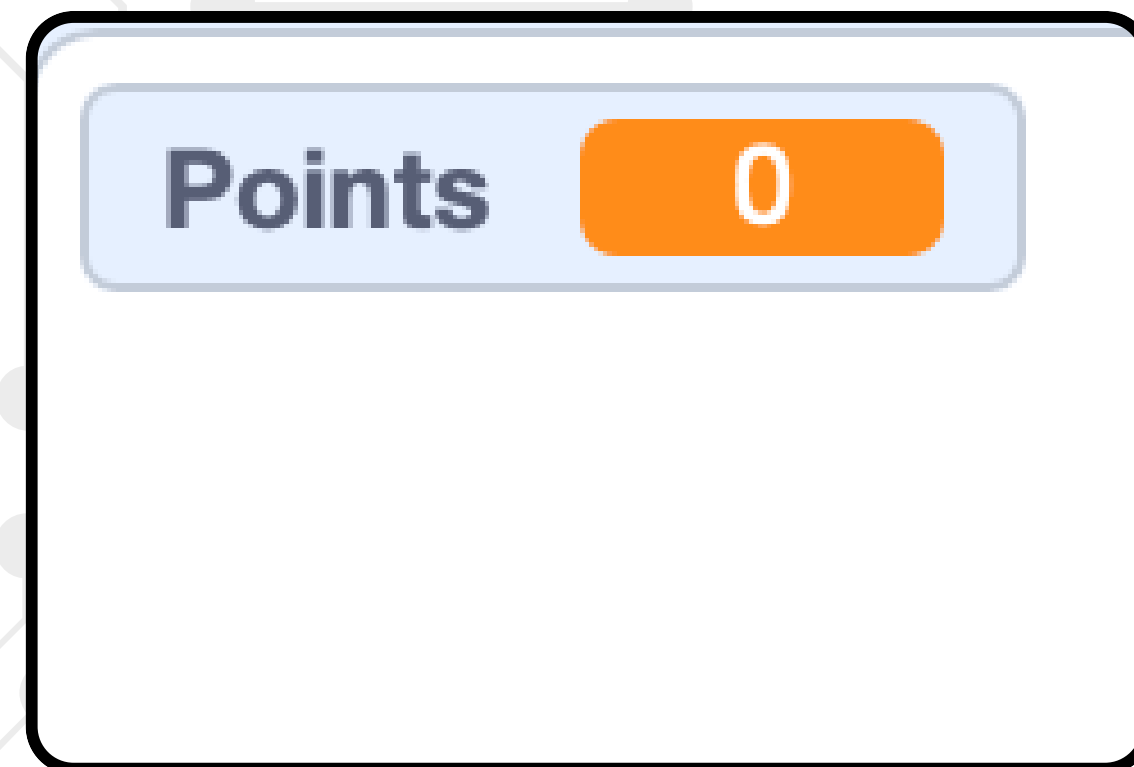
OK



# CHALLENGE 1 AUTUMN MADNESS

THIS WILL DISPLAY THE SCORE VARIABLE ON THE STAGE WHEN RUNNING YOUR CODE.

MAKE SURE THE SCORE BLOCK IS TICKED IF YOU WANT THE SCORE TO BE ALWAYS VISIBLE.





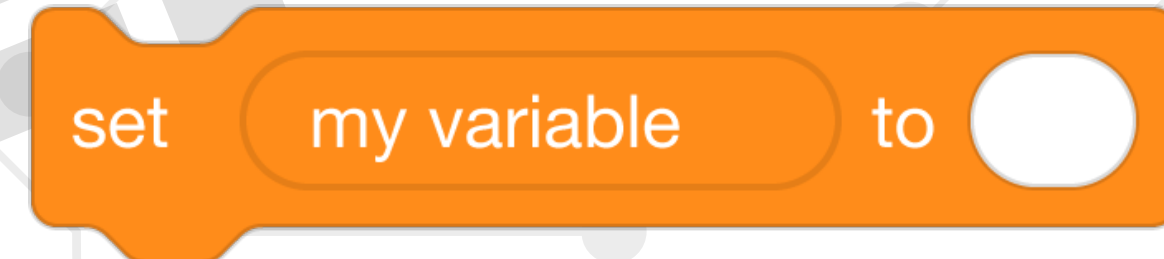


# CHALLENGE 1 AUTUMN MADNESS

## USING VARIABLE BLOCKS



USE THIS BLOCK TO CHANGE THE VALUE OF THE SCORE BY A CHOSEN NUMBER TYPED IN THE BLANK SPACE. WHEN SNAPPED ON TO ANOTHER BLOCK, THE SCORE WILL CHANGE.



USE THIS BLOCK AT THE START OF AN ALGORITHM TO SET THE SCORE TO 0.



# CHALLENGE 1 AUTUMN MADNESS

## USING VARIABLE BLOCKS

show variable my variable

USE THIS BLOCK TO  
DISPLAY THE SCORE  
VARIABLE WHENEVER  
IT IS REQUIRED.

hide variable my variable

USE THIS BLOCK TO  
HIDE THE SCORE  
VARIABLE.



# CHALLENGE 1 AUTUMN MADNESS

**HAVE A GO YOURSELF!**

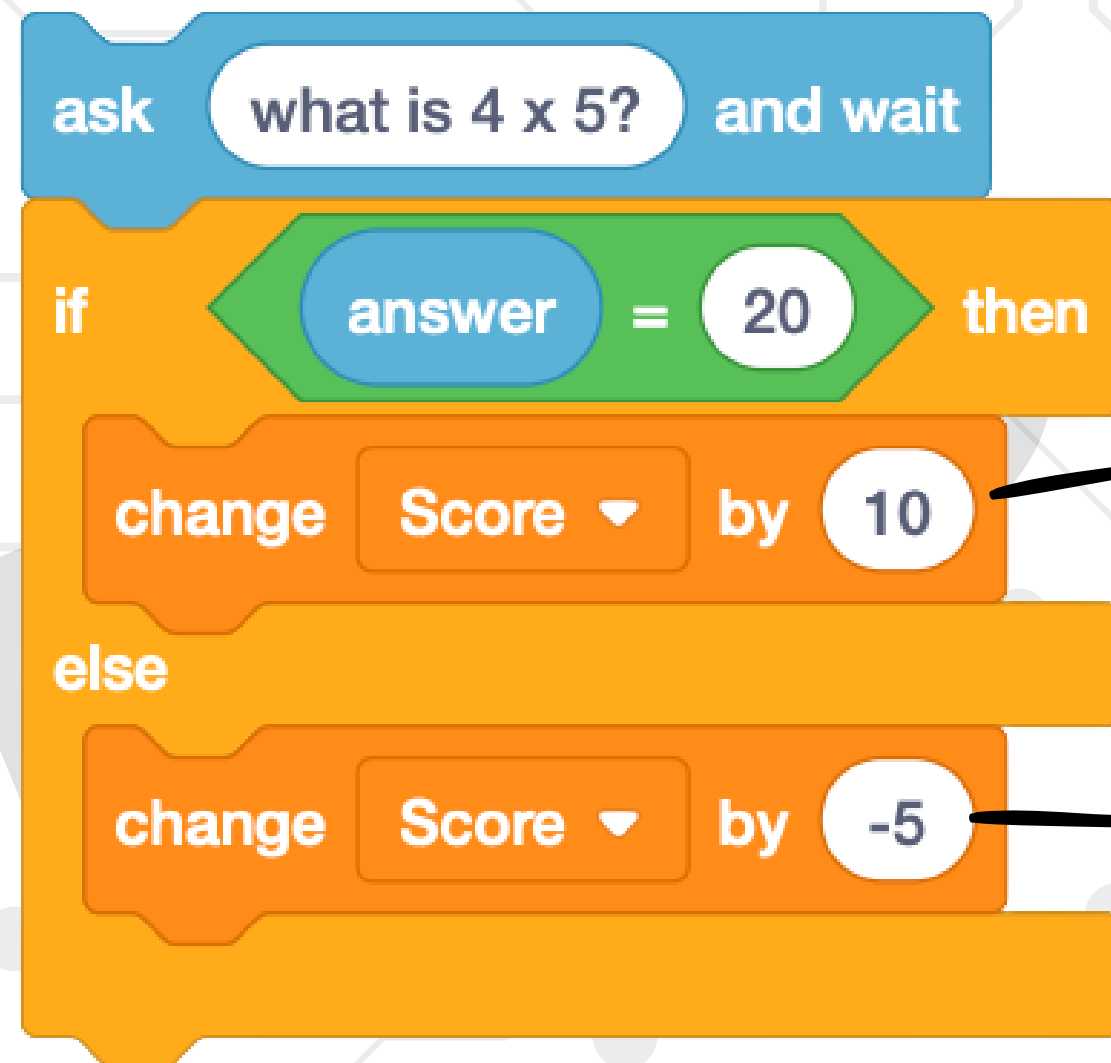


**ADD THE SET SCORE TO 0  
AT THE START OF THE  
CODE.**



# CHALLENGE 1 AUTUMN MADNESS

## HAVE A GO YOURSELF!



DEPENDING ON THE CONDITIONS AND OUTCOMES, A SCORE VARIABLE CAN BE SET TO INCREASE OR DECREASE.

ANY VALUE CAN BE INPUTTED HERE AND EACH TIME A QUESTION IS ANSWERED CORRECTLY, THE SCORE WILL INCREASE BY THAT AMOUNT.

USE A MINUS SIGN BEFORE INPUTTING A VALUE TO DEDUCT THIS AMOUNT FROM THE OVERALL SCORE IF AN INCORRECT ANSWER IS PROVIDED.



# CHALLENGE 1 AUTUMN MADNESS

# WHAT NOW?





# CHALLENGE 1 AUTUMN MADNESS

## BEFORE YOU START...

CHECK YOUR STUDENT  
CHALLENGE PACK

MAKE SURE YOU HAVE  
ACCESS TO A SCRATCH  
ACCOUNT

PLAN YOUR PROJECT SO  
YOU HAVE AN END GOAL

ASSIGN YOUR ROLES SO YOU  
ALL HAVE A PART TO PLAY

## BUILD YOUR PROJECT

WORK TOGETHER:  
COMMUNICATION AND  
COLLABORATION ARE KEY.

TRIAL, TEST AND DEBUG:  
MAKE SURE IT ALL WORKS!

THINK OUTSIDE THE BOX:  
WHAT CAN YOU DO  
DIFFERENTLY OR IMPROVE  
YOUR PROJECT?

## SUBMIT YOUR PROJECT

MAKE SURE YOUR PROJECT  
IS CLEARLY NAMED WITH  
YOUR TEAM NAME AND  
PROJECT TITLE

SHARE YOUR PROJECT WITH  
YOUR TEACHER FOR THEM  
TO SUBMIT





**CODE, CREATE & COLLABORATE**

**BRINGING PRIMARY AGED CODING INTO THE SPOTLIGHT**