



CHALLENGE 1

AUTUMN MADNESS

STUDENT CHALLENGE PACK

TEAM NAME:



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**

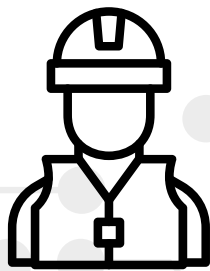


CHALLENGE 1

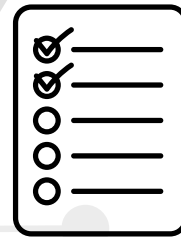
AUTUMN MADNESS

PICK YOUR ROLES...

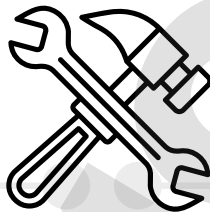
FOR MORE INFO ABOUT EACH ROLE, CHECK THE
PCL ROLE CARDS



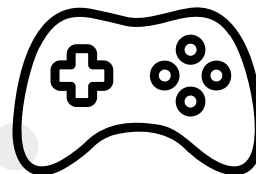
THE BUILDER



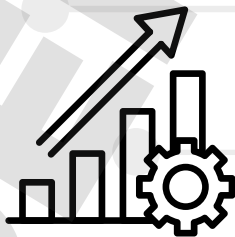
THE PLANNER



THE FIXER



THE PLAYER



THE IMPROVER



THE CHECKER



CHALLENGE 1

AUTUMN MADNESS

THE TASK

**YOUR TASK IS TO CREATE AN AUTUMN
THEMED GAME USING SCRATCH**

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**



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PLAN YOUR PROJECT

NAME OF YOUR PROJECT:

GENERAL VISUAL LOOK OF YOUR PROJECT:



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PLAN YOUR PROJECT

SPRITES YOU WANT:



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PLAN YOUR PROJECT

BACKDROPS YOU WANT:



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PLAN YOUR PROJECT

WHAT DO YOU WANT IT TO "DO"?

HOW WILL YOU CONTROL YOUR PROJECT?

What keys or buttons? Will it need a mouse? Will you have to type answers?



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BUILD YOUR PROJECT

WORK TOGETHER:
COMMUNICATION AND
COLLABORATION ARE KEY.

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

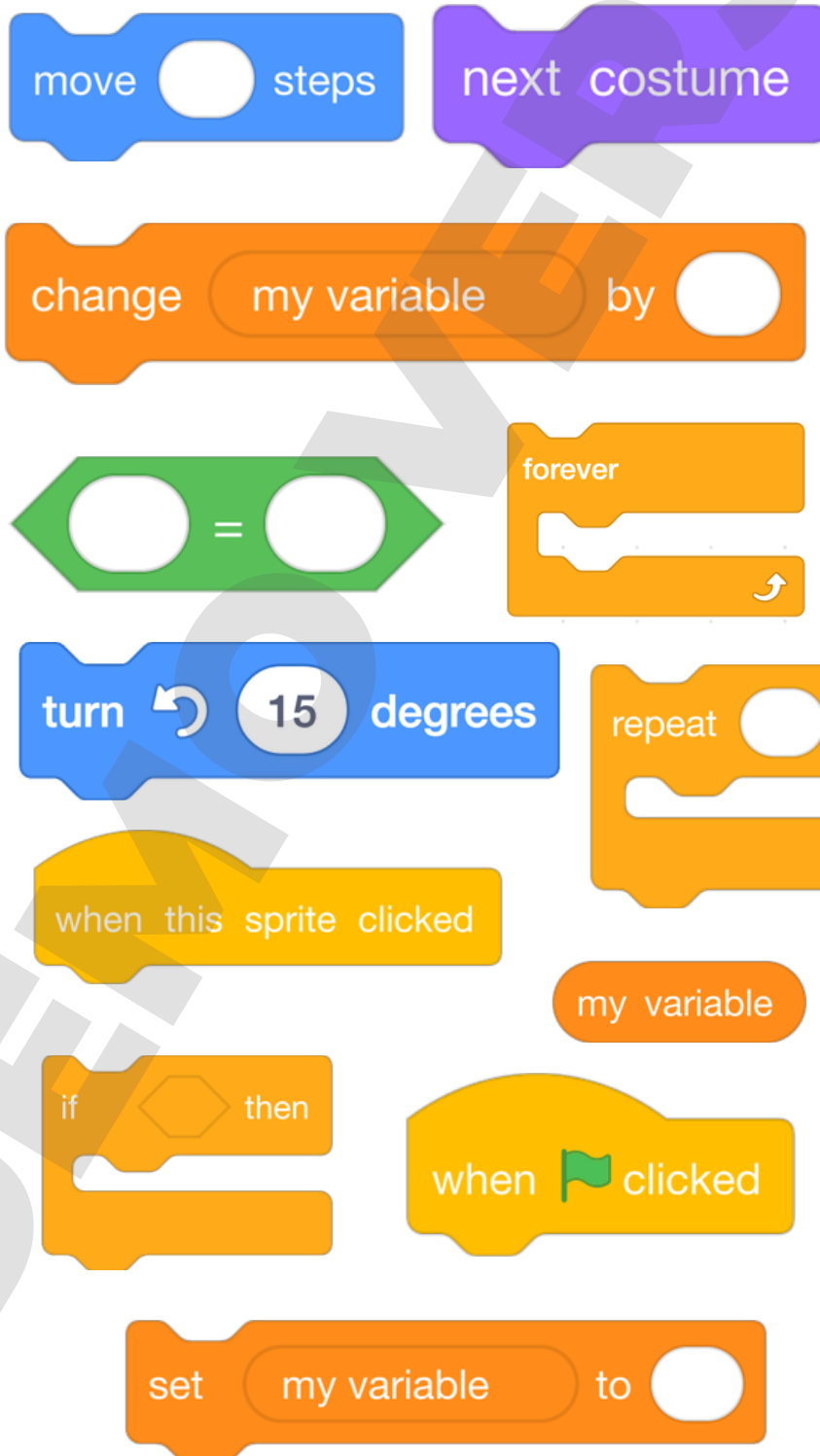
THINK OUTSIDE THE BOX:
WHAT CAN YOU DO
DIFFERENTLY OR IMPROVE
YOUR PROJECT?



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BLOCK BANK





CHALLENGE 1

AUTUMN MADNESS

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