



CHALLENGE 2

JUMP FOR JOY!



CHALLENGE 2 **JUMP FOR JOY!**

THE TASK

**YOUR TASK IS TO CREATE 3D GAME
WITH THE PRIMARY FOCUS OF
JUMPING TO ACHIEVE YOUR
OBJECTIVE**



CHALLENGE 2

JUMP FOR JOY!

THE MUST HAVES

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

- **POINT SCORING**
- **A WAY FOR THE APPLICATION TO "END"**
- **A MINIMUM OF 10 QUESTIONS**



CHALLENGE 2

JUMP FOR JOY!

CREATE AN ANIMATED CHARACTER

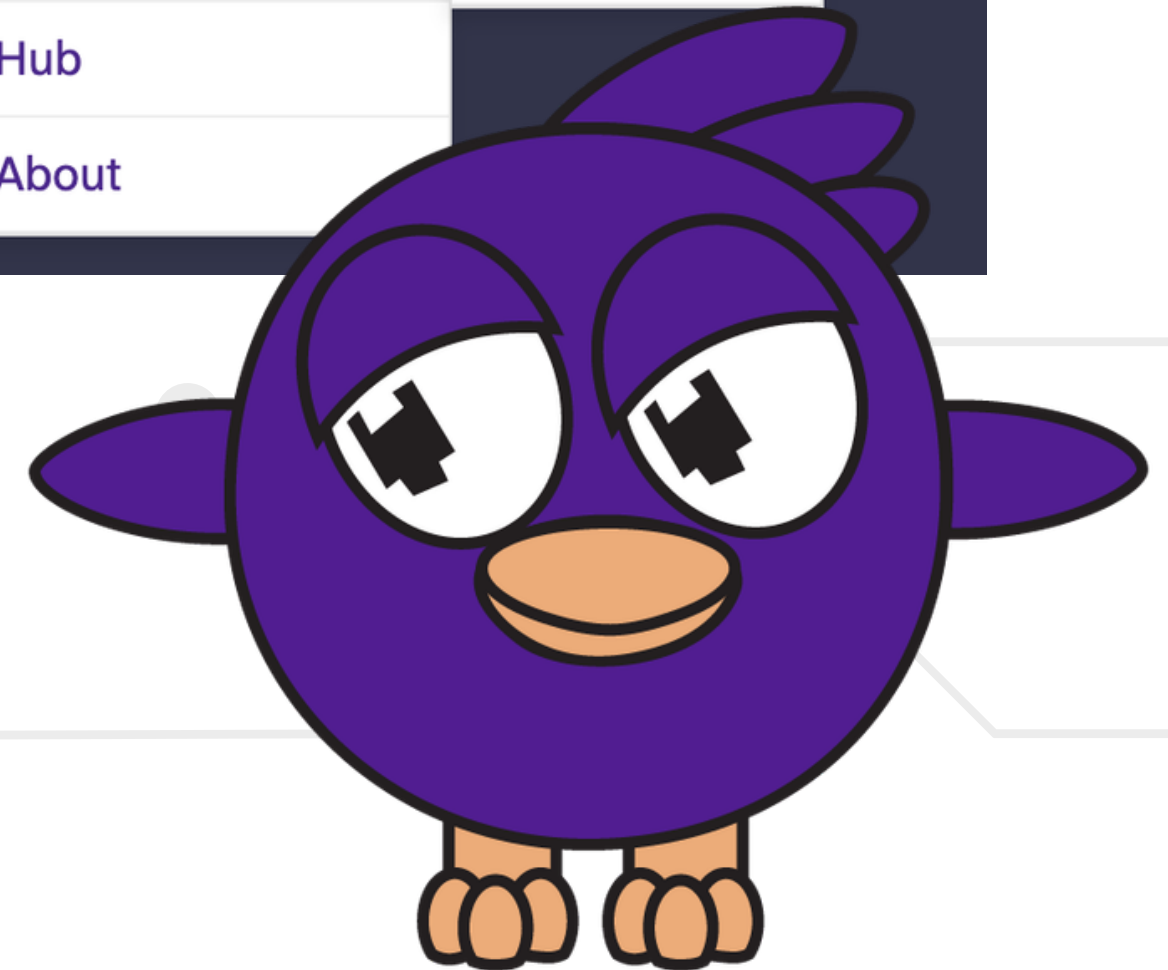
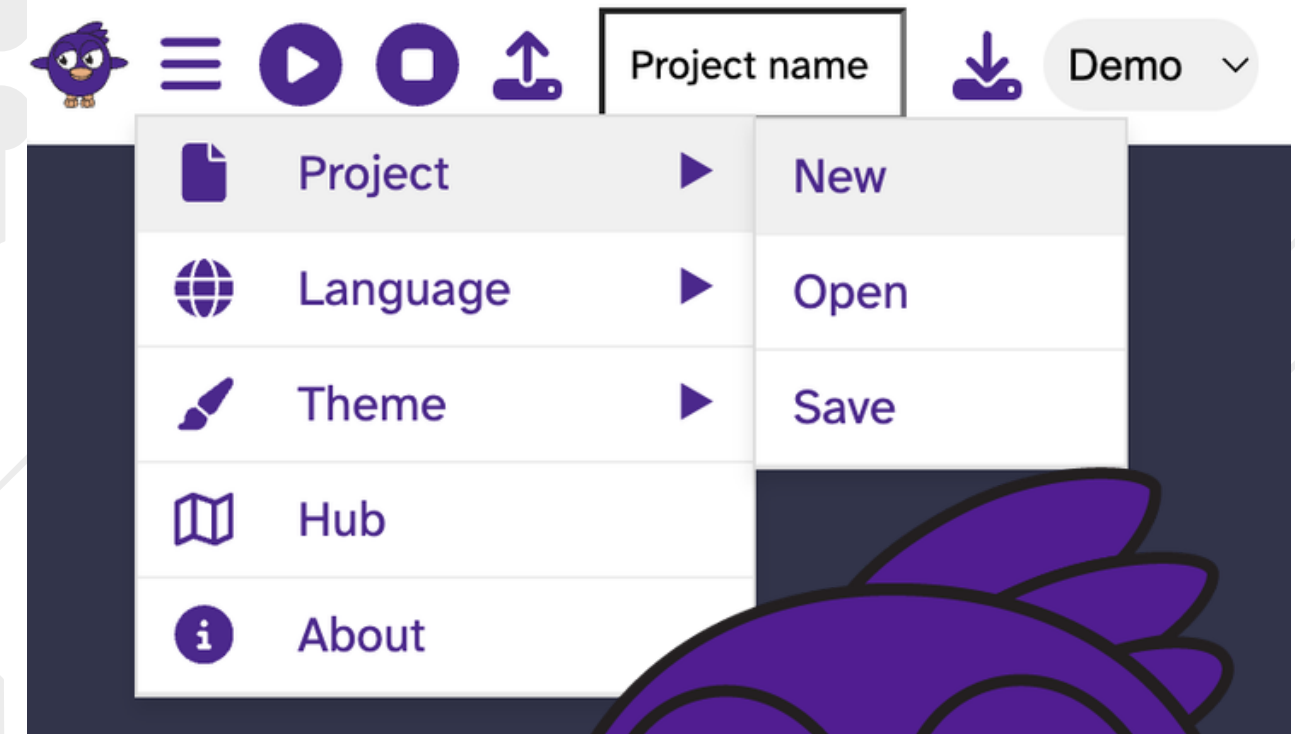
**YOUR QUICK PRIMARY CODING LEAGUE HOW TO
GUIDE ON HOW TO USE FLOCK XR TO CREATE A
3D CHARACTER**



CHALLENGE 2

JUMP FOR JOY!

- 1 GO TO WWW.FLOCKXR.COM
- 2 CLICK THE CREATE WITH FLOCK XR BUTTON
- 3 SELECT THE MENU IN THE TOP LEFT THEN PROJECT > NEW

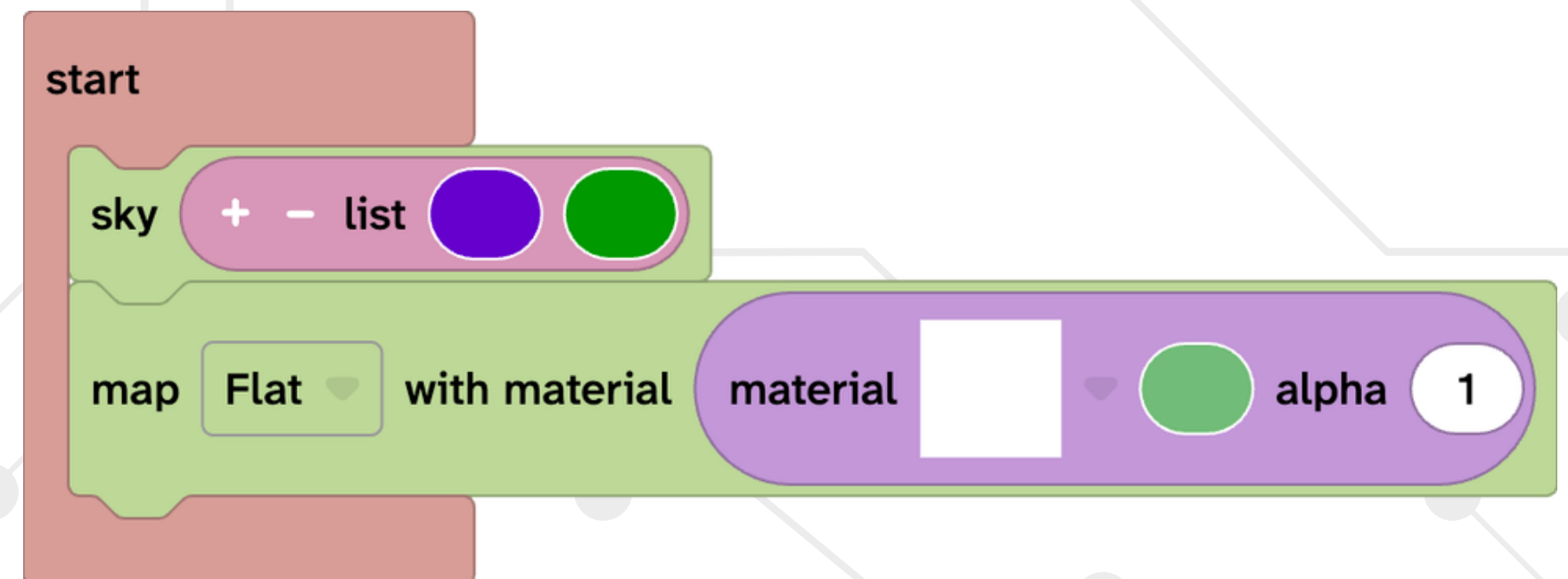




CHALLENGE 2

JUMP FOR JOY!

- 1 **CLICK ON SNIPPETS IN THE TOOLBOX**
- 2 **DRAG THE SKY & MAP SNIPPET TO THE CODE AREA**
- 3 **PERSONALISE YOUR SKY BLOCK BY CLICKING ON THE COLOUR CIRCLES THEN CHOOSING COLOURS**





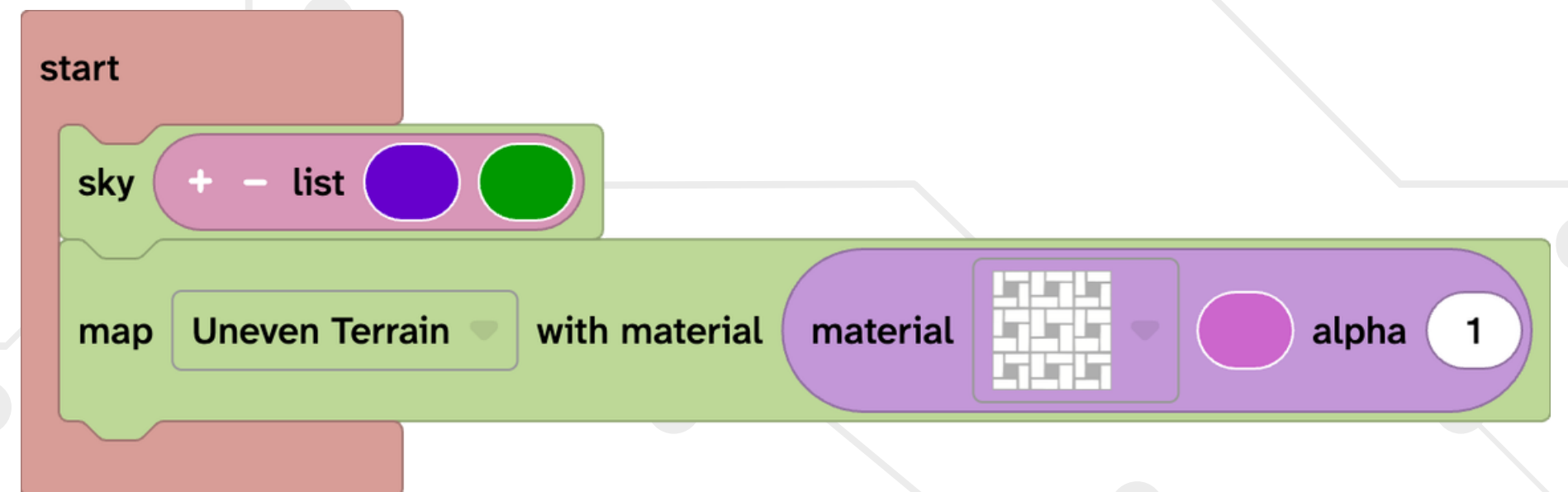
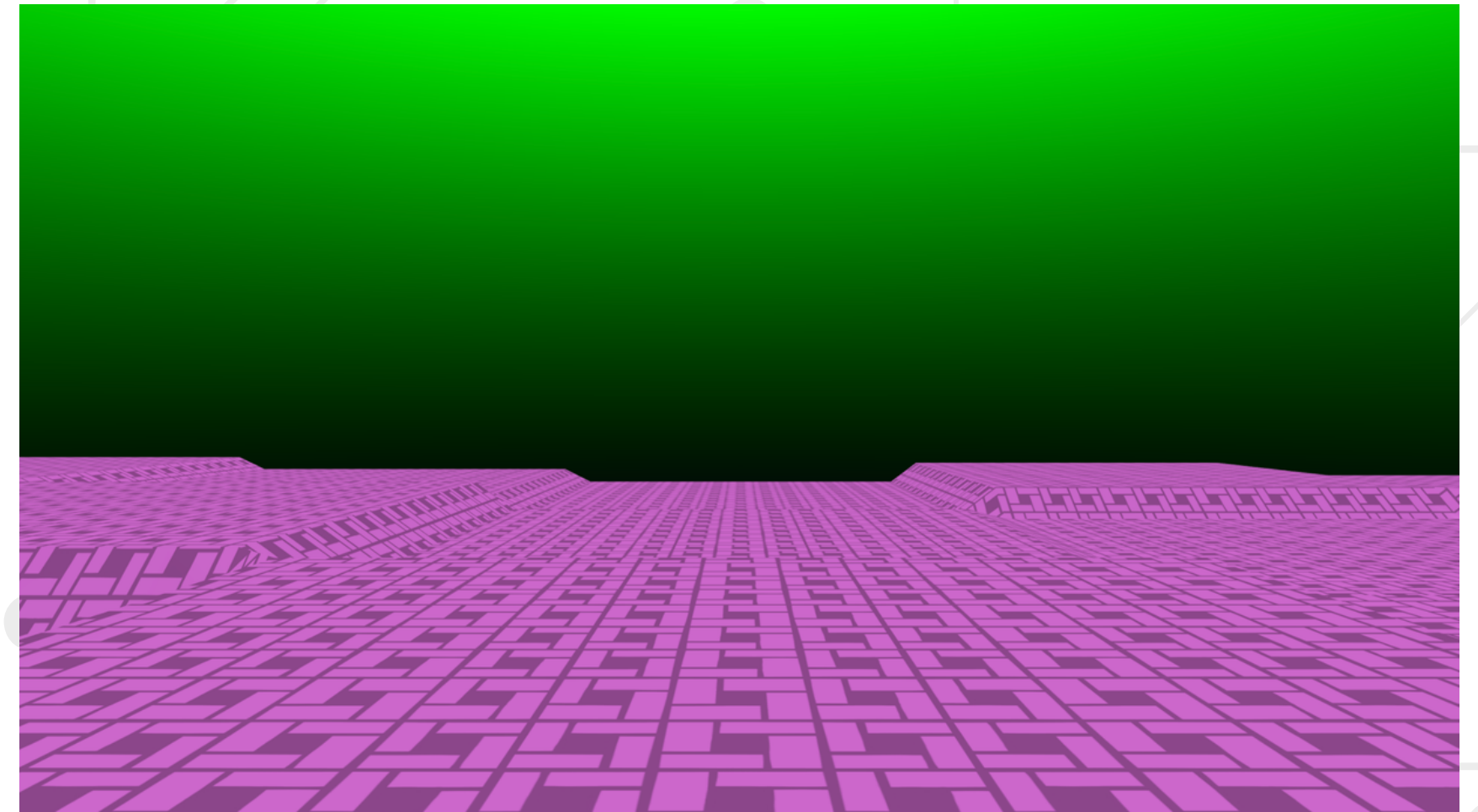
CHALLENGE 2

JUMP FOR JOY!

1 CHOOSE YOUR MAP TYPE FROM THE MAP BLOCK PROPERTIES

2 SELECT YOUR MAP MATERIAL

3 CHOOSE YOUR MAP COLOUR

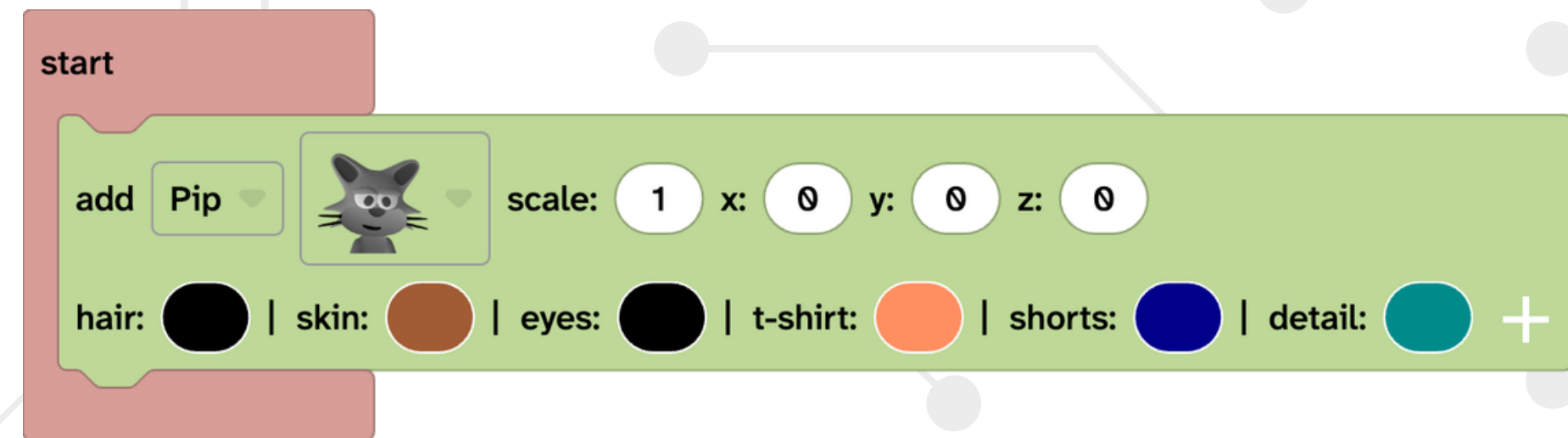
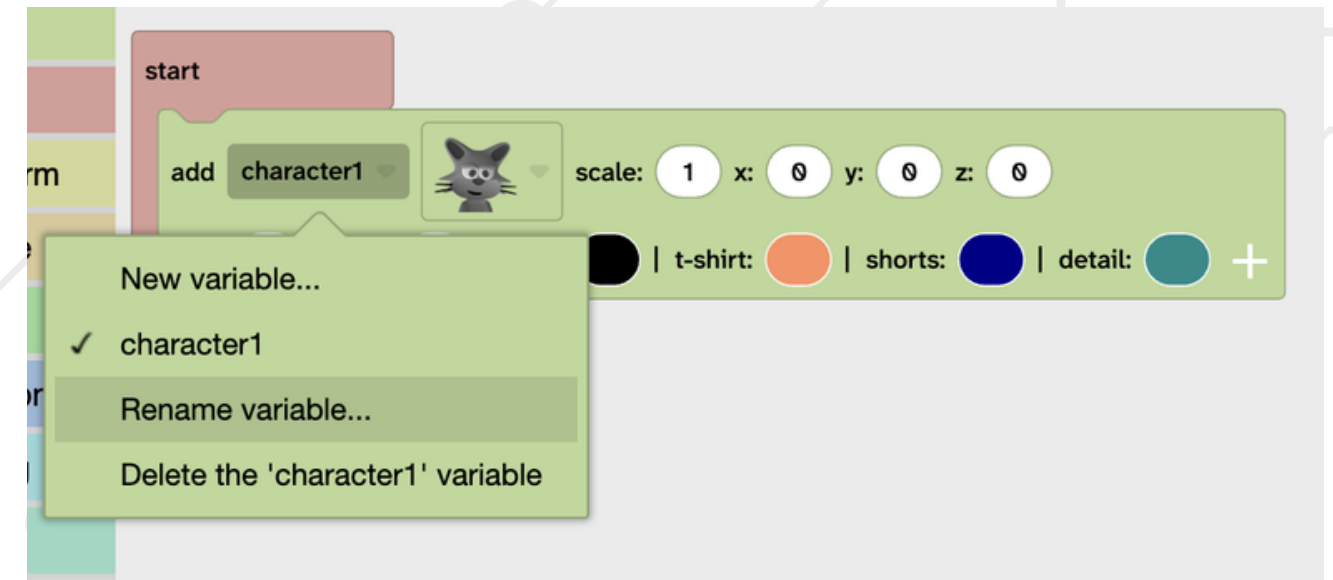




CHALLENGE 2

JUMP FOR JOY!

- 1 FROM EVENTS DRAG A START BLOCK TO THE CODE AREA
- 2 FROM SCENE > OBJECTS DRAG AN ADD CHARACTER BLOCK INSIDE YOUR START BLOCK
- 3 CLICK ON THE CHARACTER1 DROPDOWN AND CHOOSE TO RENAME VARIABLE THEN GIVE YOUR CHARACTER A NAME

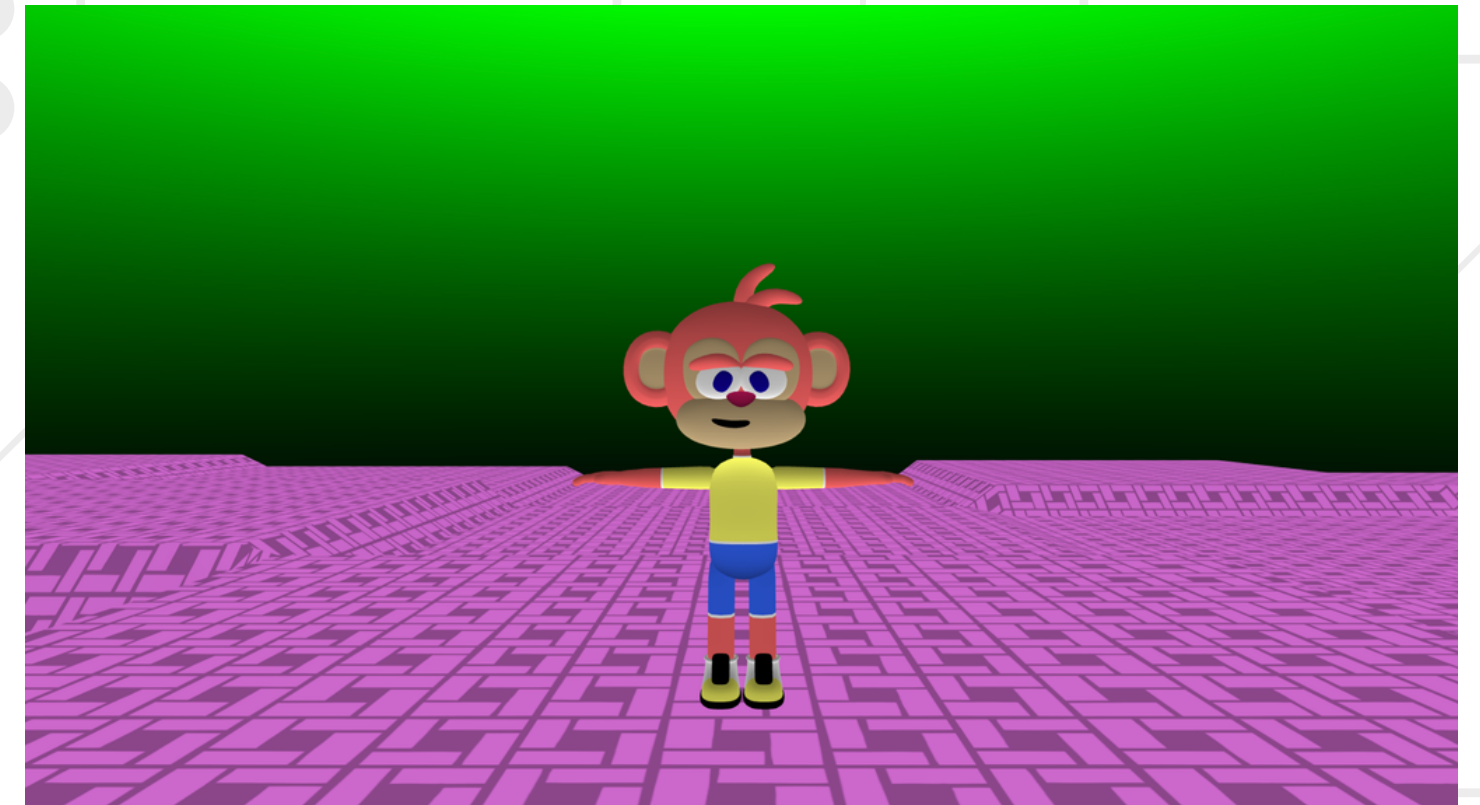




CHALLENGE 2

JUMP FOR JOY!

- 1 CLICK ON THE CHARACTER PICTURE IN THE BLOCK THEN CHOOSE A CHARACTER
- 2 SET A SCALE (SIZE) FOR YOUR CHARACTER
- 3 CHOOSE YOUR OWN CHARACTER COLOURS



start

add Pip 

scale: 1.5 x: 0 y: 0 z: 0

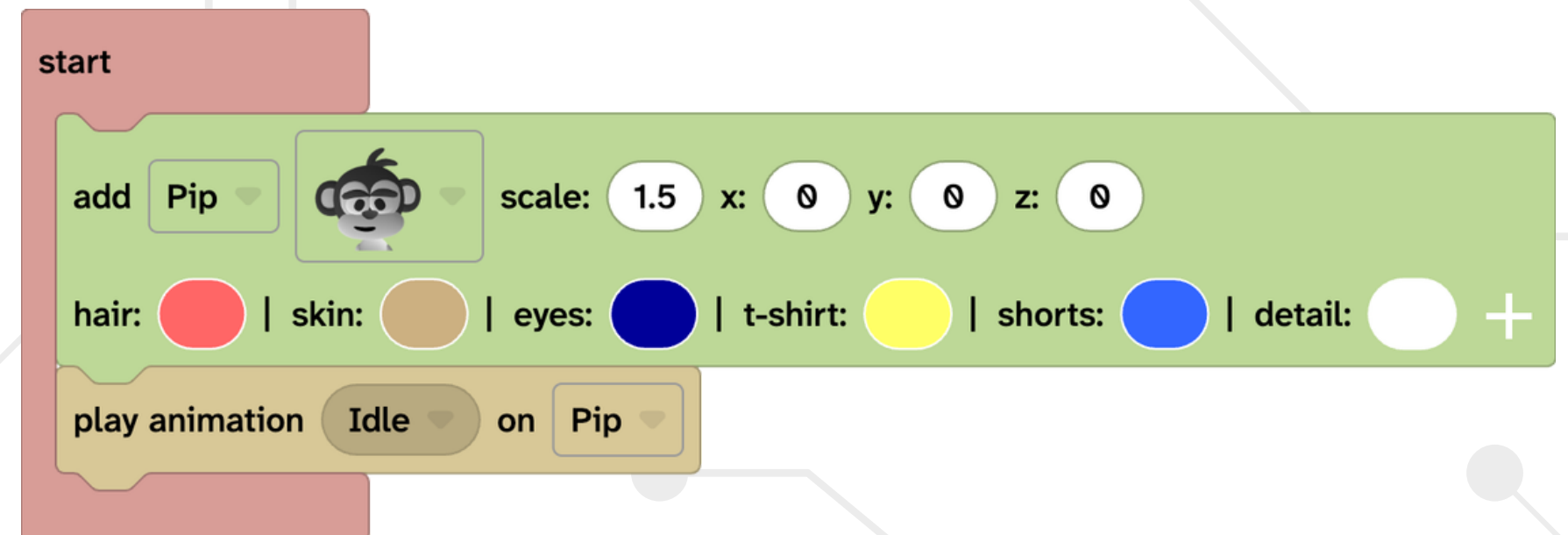
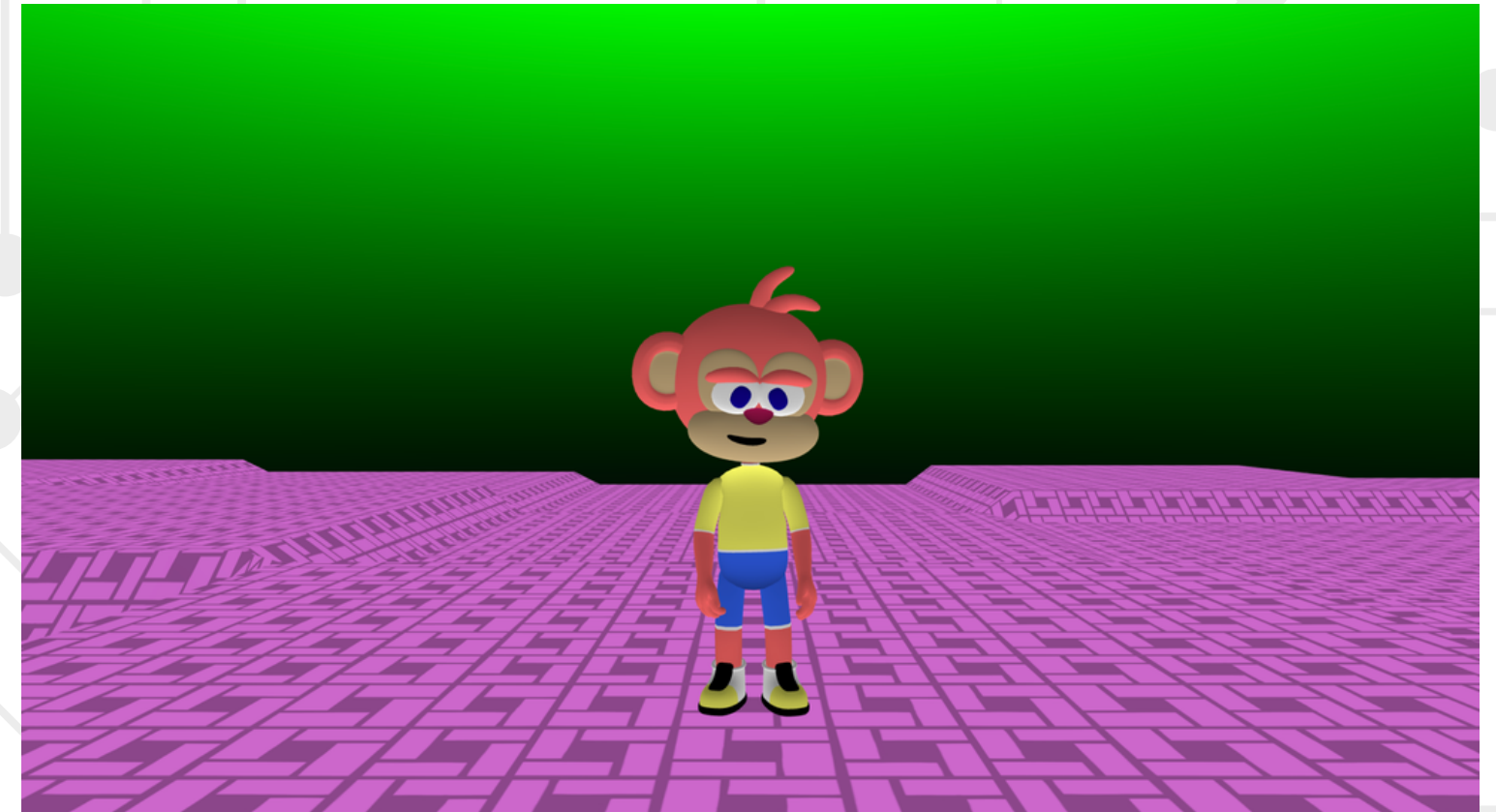
hair:  | skin:  | eyes:  | t-shirt:  | shorts:  | detail:  +



CHALLENGE 2

JUMP FOR JOY!

- 1 FROM ANIMATE ADD A PLAY ANIMATION BLOCK
- 2 CHECK THAT THE PLAY ANIMATION BLOCK USES YOUR CHARACTER NAME
- 3 PRESS PLAY TO SEE THE SCENE

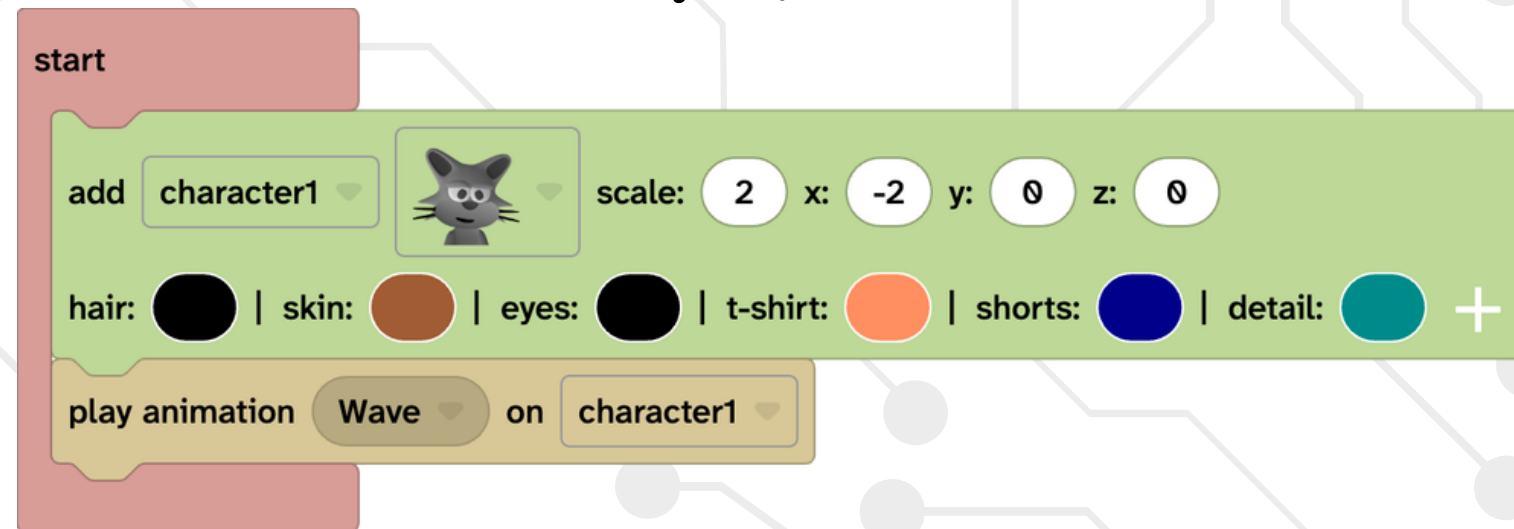




CHALLENGE 2

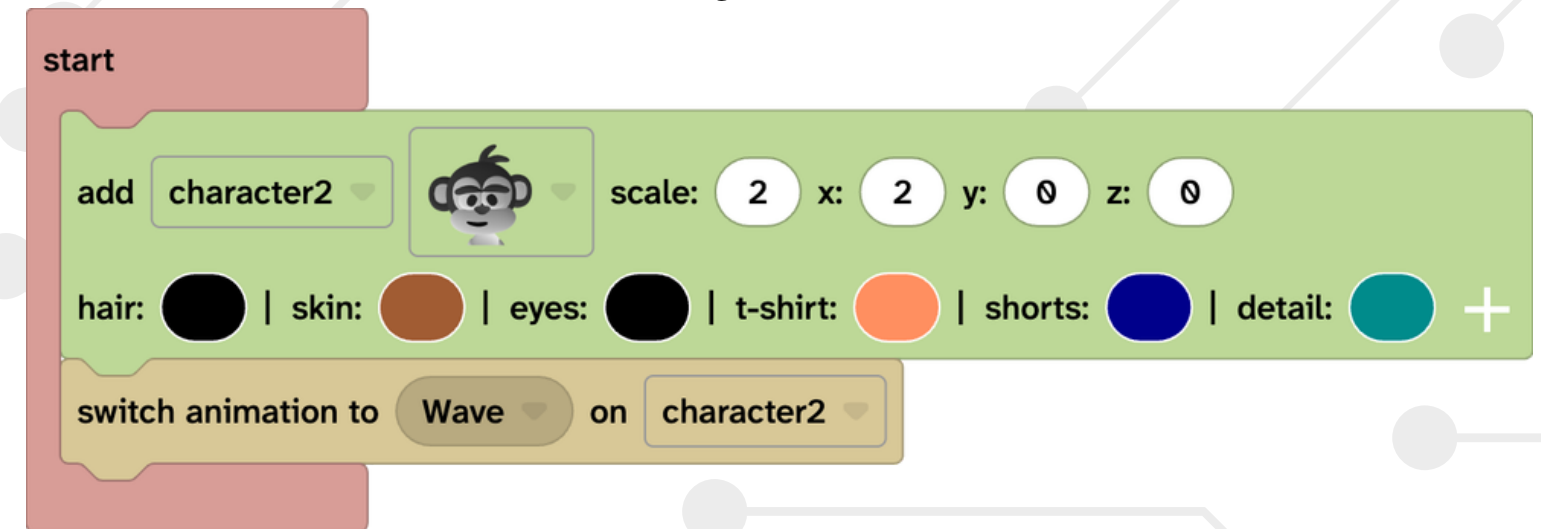
JUMP FOR JOY!

PLAY



PLAYS THE ANIMATION ONCE

SWITCH



**PLAYS THE ANIMATION
REPEATEDLY UNTIL SOMETHING
STOPS IT**



CHALLENGE 2

JUMP FOR JOY!

WHAT NOW?



CHALLENGE 2 JUMP FOR JOY!

BEFORE YOU START...

CHECK YOUR STUDENT
CHALLENGE PACK

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

SUBMIT YOUR PROJECT BY
THE DEADLINE VIA EMAIL



CODE, CREATE & COLLABORATE

BRINGING PRIMARY AGED CODING INTO THE SPOTLIGHT