



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**



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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**



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CREATE AN ANIMATED CHARACTER

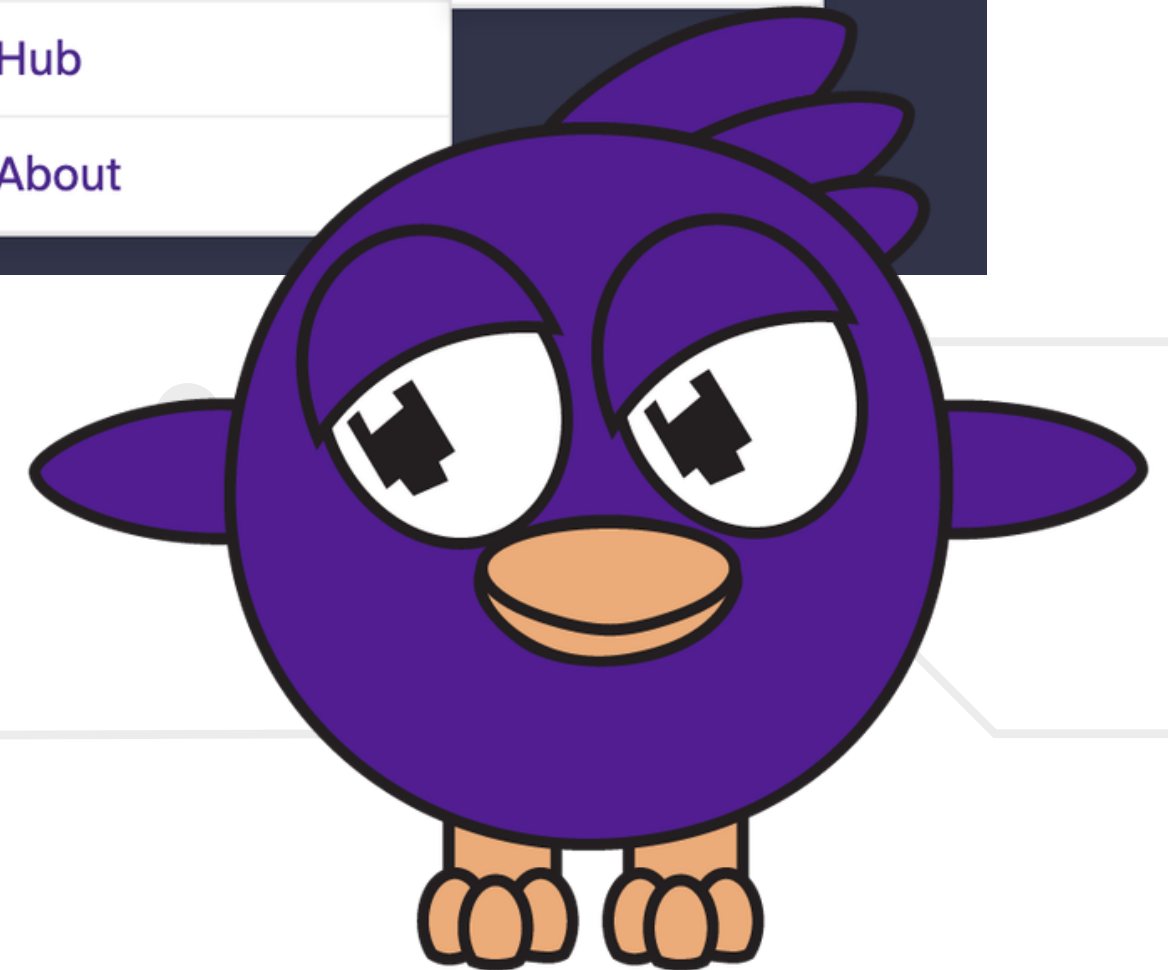
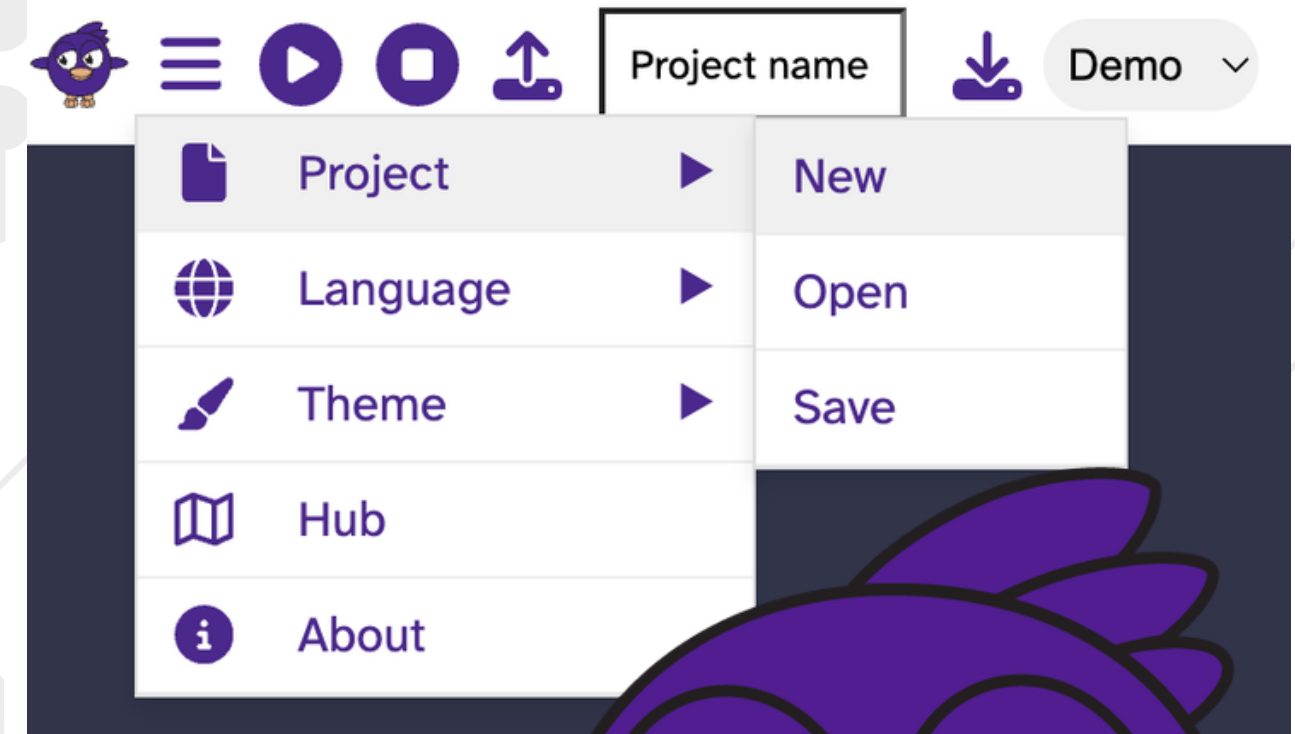
**YOUR QUICK PRIMARY CODING LEAGUE HOW TO
GUIDE ON HOW TO USE FLOCK XR TO CREATE A
3D CHARACTER**



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- 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

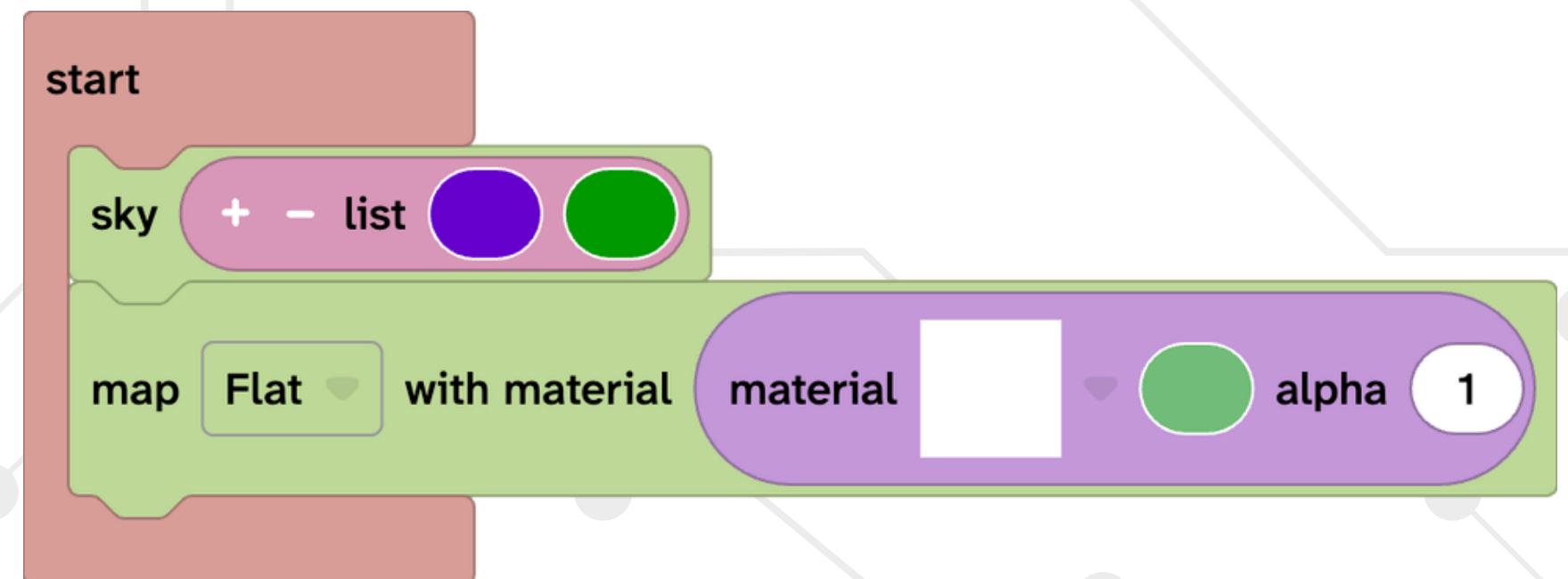




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- 1 **CLICK ON SNIPPETS IN THE TOOLBOX**
- 2 **DRAG THE SKY & MAP SNIPPET TO THE CODE AREA**
- 3 **PERSONALISE YOUR SKY BLOCK BY CLICKING ON THE COLOUR CIRCLES THEN CHOOSING COLOURS**





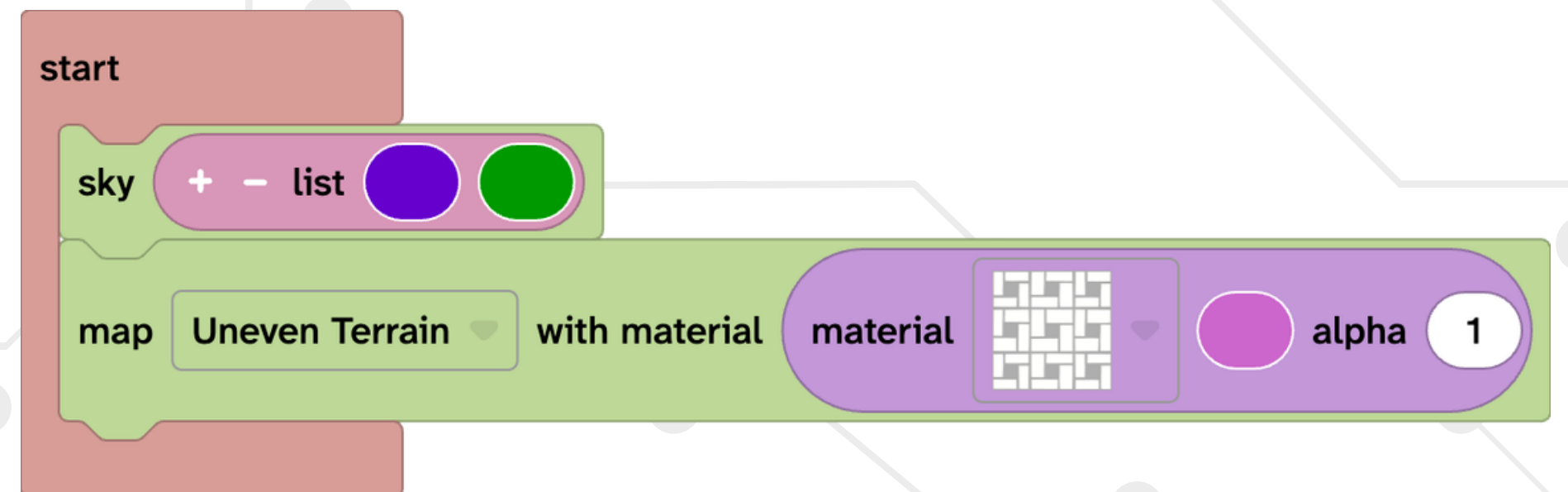
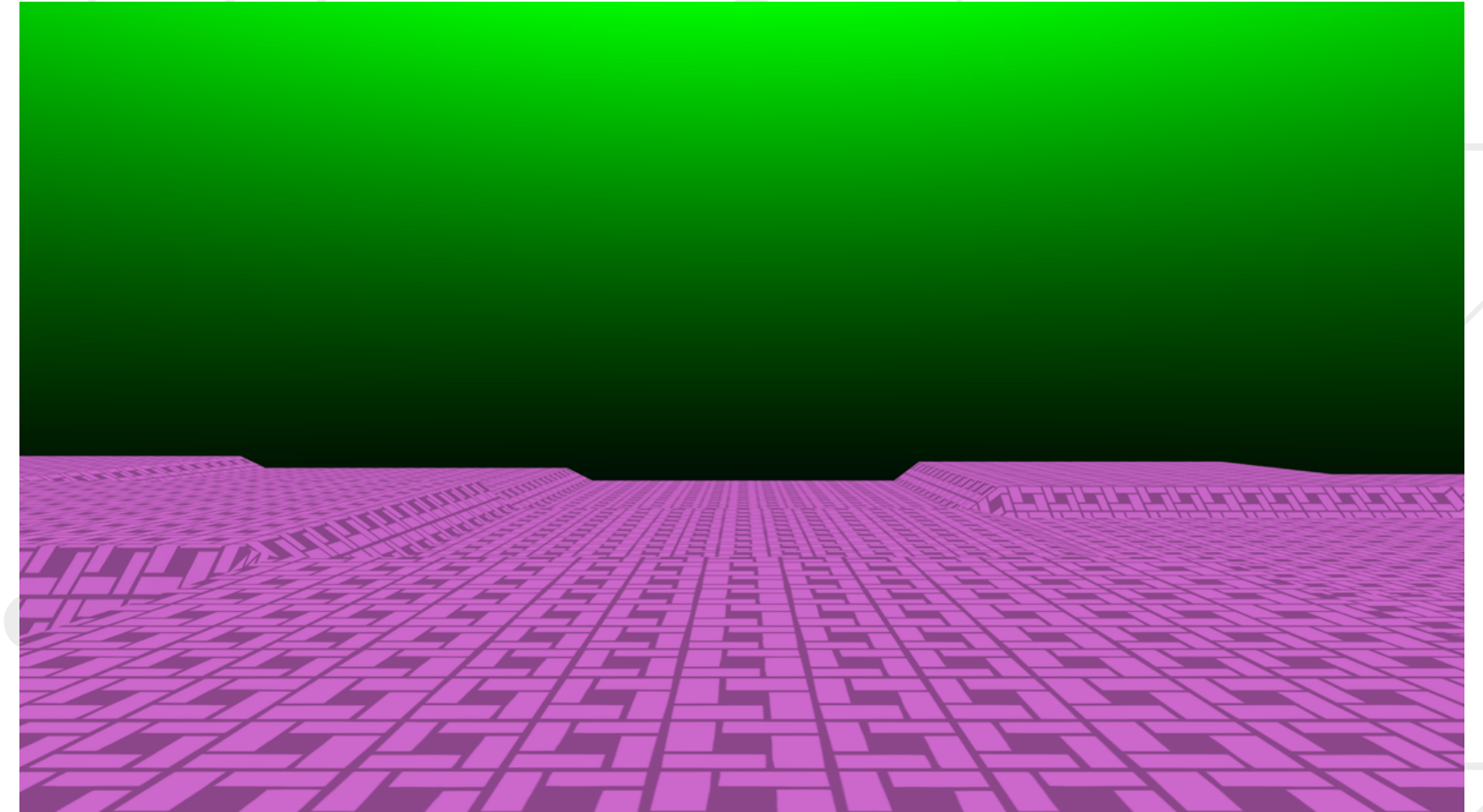
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1 CHOOSE YOUR MAP TYPE FROM THE MAP BLOCK PROPERTIES

2 SELECT YOUR MAP MATERIAL

3 CHOOSE YOUR MAP COLOUR

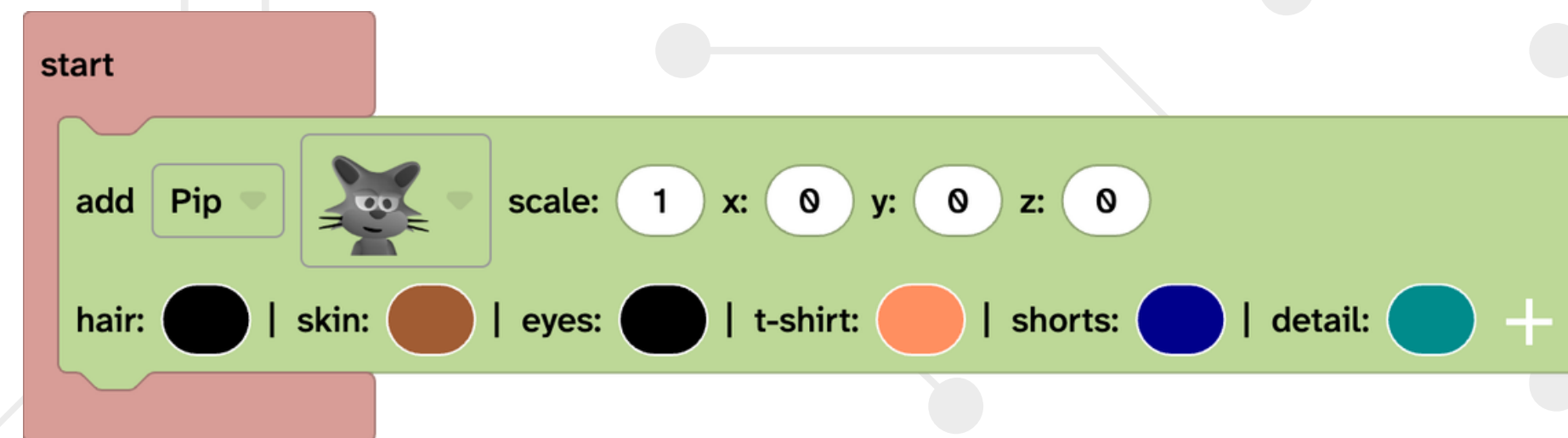
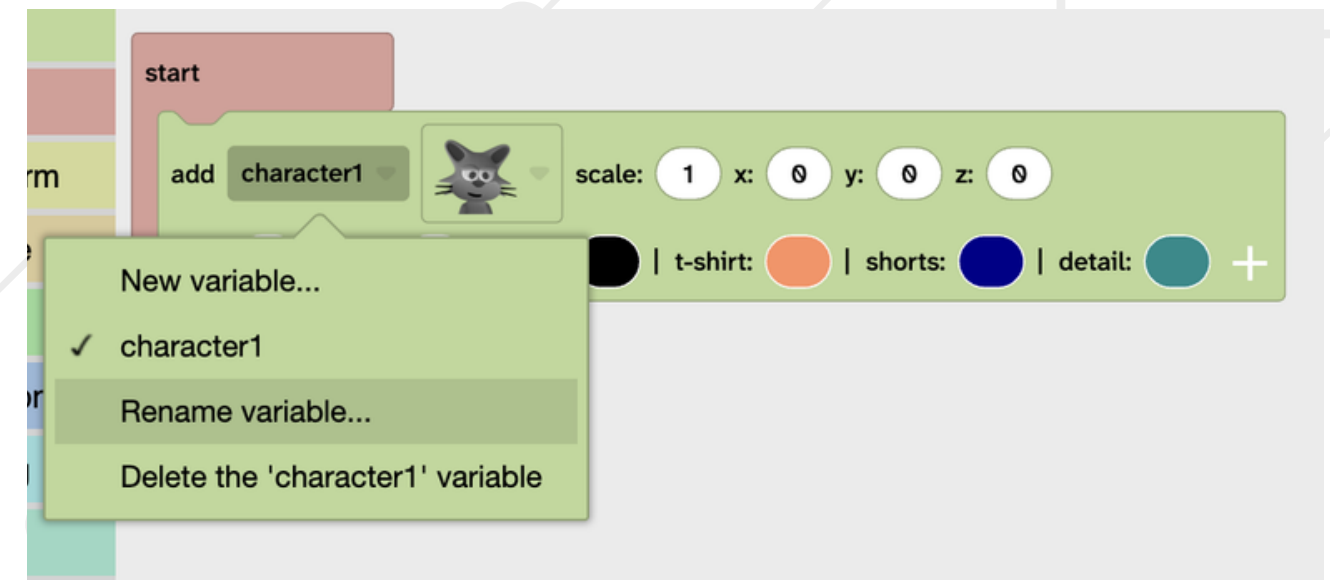




CHALLENGE 2

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- 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

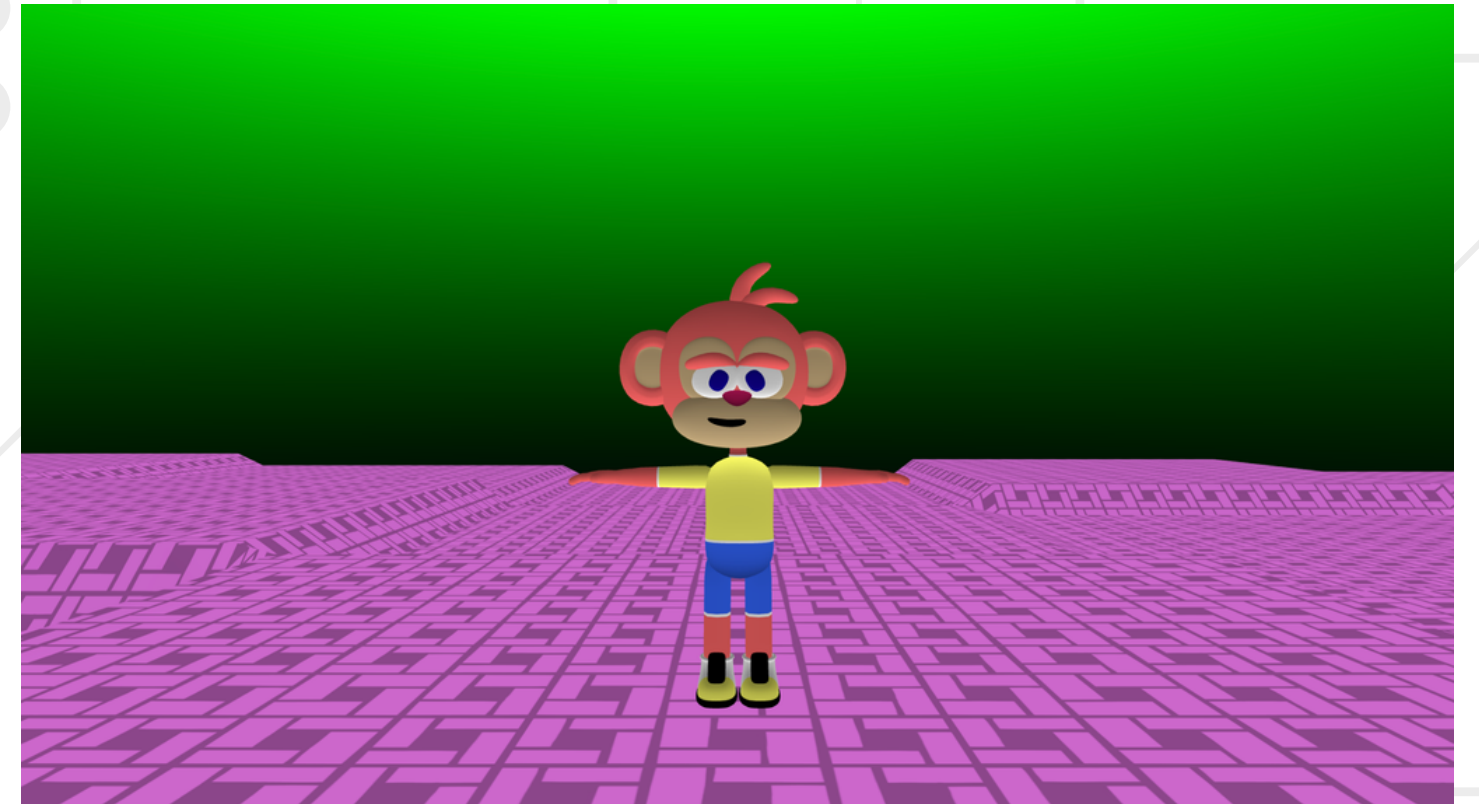




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- 1 CLICK ON THE CHARACTER PICTURE IN THE BLOCK THEN CHOOSE A CHARACTER
- 2 SET A SCALE (SIZE) FOR YOUR CHARACTER
- 3 CHOOSE YOUR OWN CHARACTER COLOURS



start

add Pip 

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

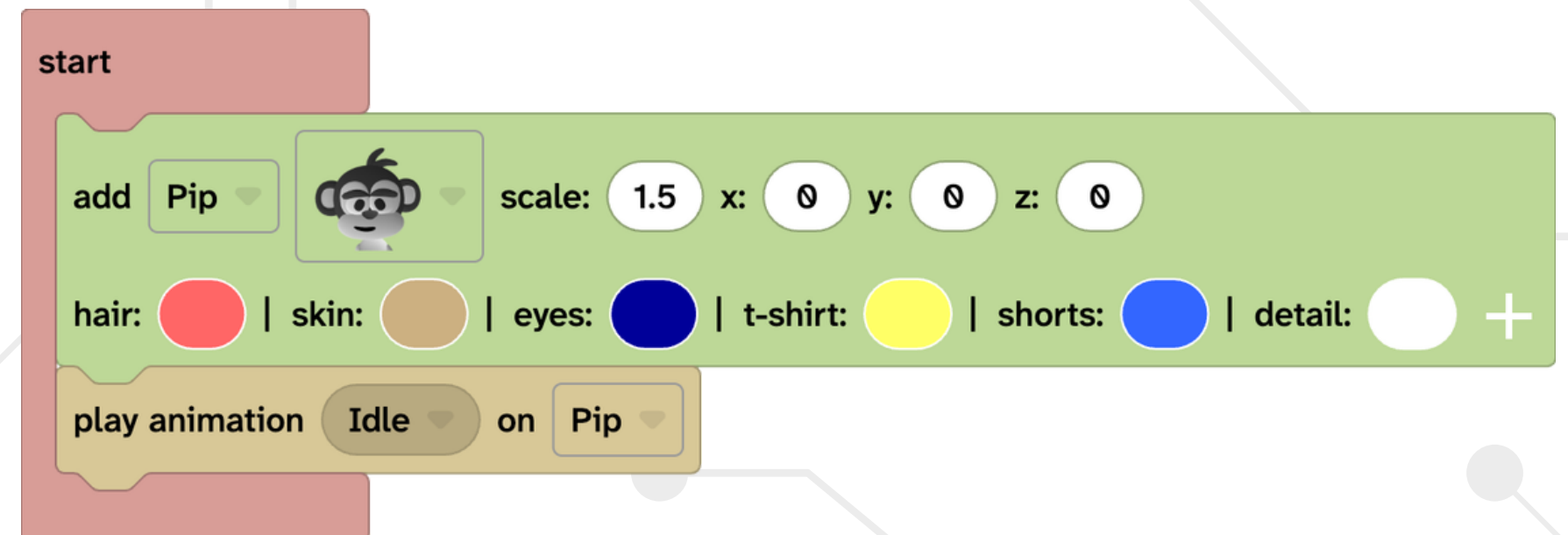
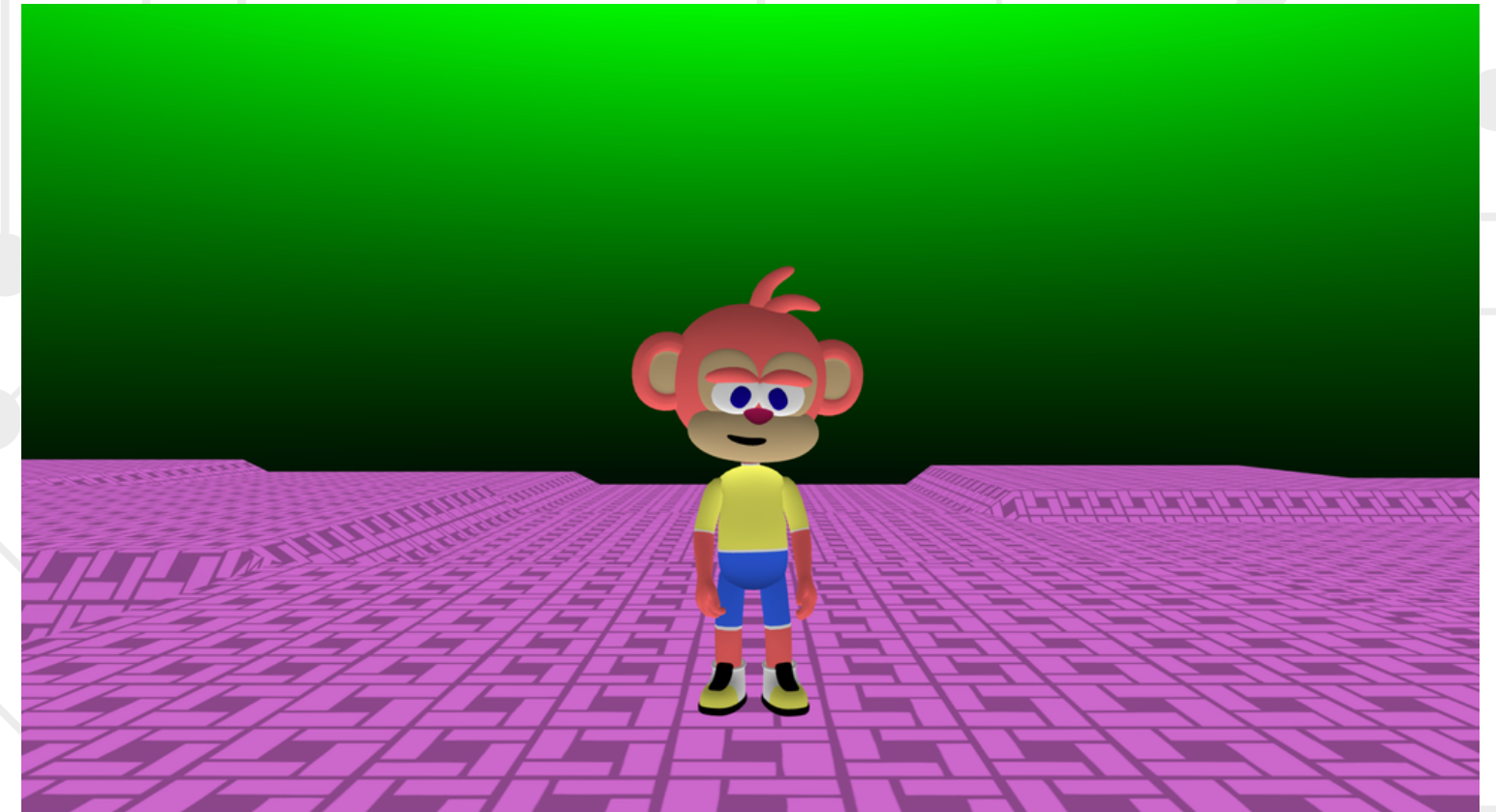
hair:  | skin:  | eyes:  | t-shirt:  | shorts:  | detail:  +



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- 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

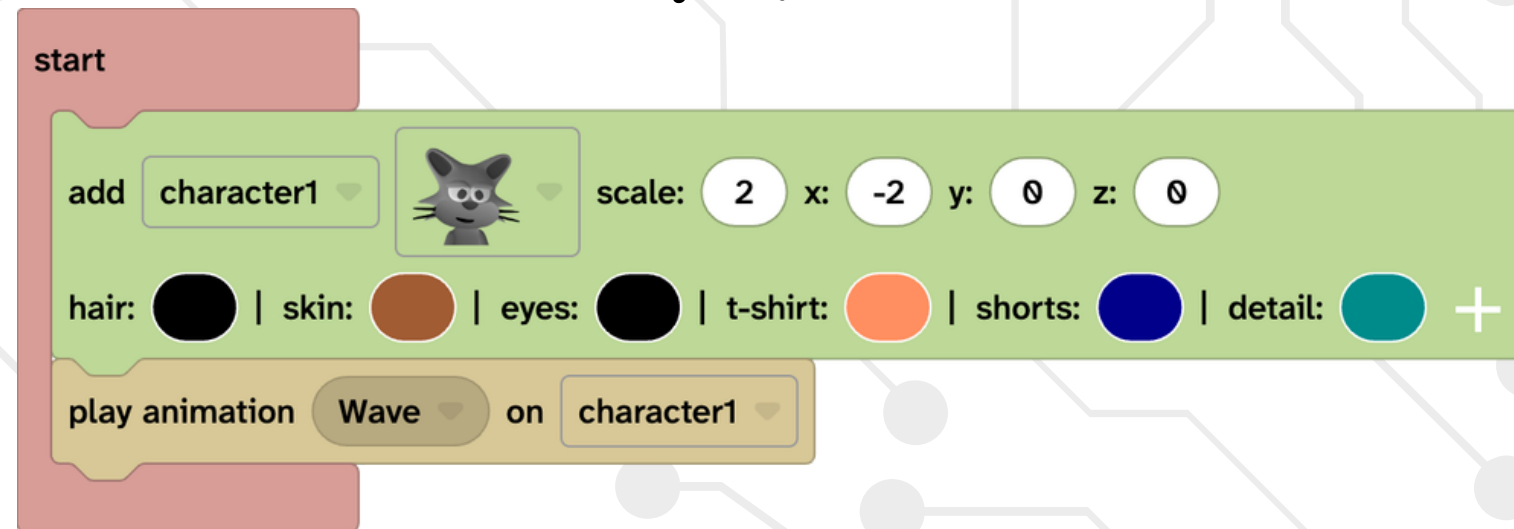




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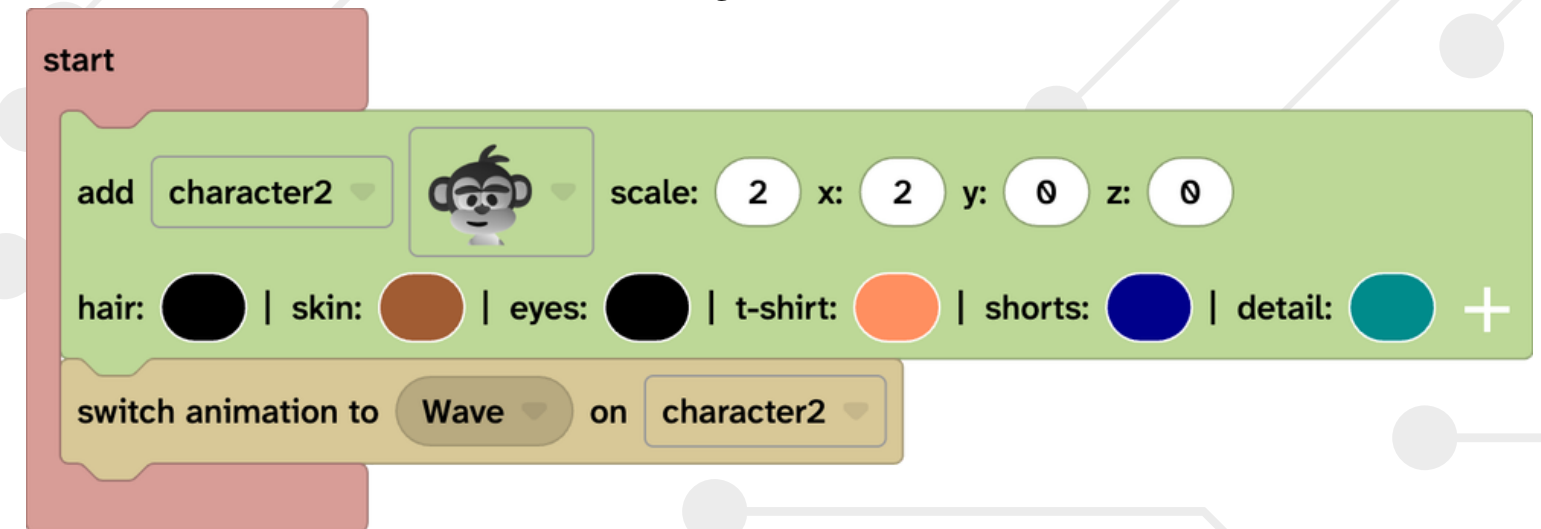
JUMP FOR JOY!

PLAY



PLAYS THE ANIMATION ONCE

SWITCH



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



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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