



CHALLENGE 2

JUMP FOR JOY!

EDUCATOR CHALLENGE SHEET

Your task is to create 3D game with the primary focus of jumping to achieve your objective

Platform

OhBot

Key Dates

Released: 5/6/26

Due: 3/7/26

Submission Method

Email all projects to
ohbot@primarycodingleague.co.uk

Project Must Haves

- Point scoring
- a way for the game to “end”
- a jumping mechanic



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Common Misconceptions

When using multiple If..Then... blocks, coders can sometime drag them inside each other when not intended.

Example Project



Block Bank

