



G D S T

CODING LEAGUE

CHALLENGE 1

KS4

STUDENT CHALLENGE PACK



CHALLENGE 1

ADVENTURE TIME

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**

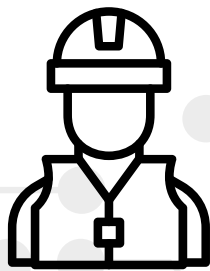


CHALLENGE 1

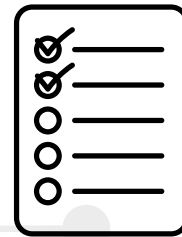
ADVENTURE TIME

PICK YOUR ROLES...

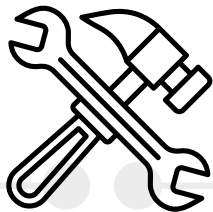
FOR MORE INFO ABOUT EACH ROLE, CHECK THE
PCL ROLE CARDS



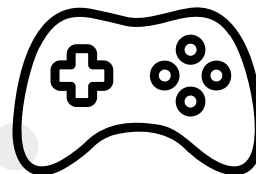
THE BUILDER



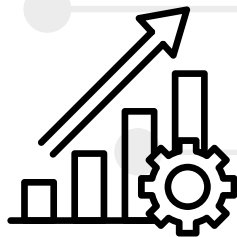
THE PLANNER



THE FIXER



THE PLAYER



THE IMPROVER



THE CHECKER



CHALLENGE 1

ADVENTURE TIME

THE TASK

YOUR TASK IS TO CREATE AN
ADVENTURE GAME USING MAKECODE
ARCADE

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

ADVENTURE TIME

PLAN YOUR PROJECT

NAME OF YOUR PROJECT:

GENERAL VISUAL LOOK OF YOUR PROJECT:



CHALLENGE 1

ADVENTURE TIME

PLAN YOUR PROJECT

SPRITES YOU WANT:



CHALLENGE 1

ADVENTURE TIME

PLAN YOUR PROJECT

WHAT DO YOU WANT IT TO "DO"?

HOW WILL YOU CONTROL YOUR PROJECT?



CHALLENGE 1

ADVENTURE TIME

BUILD YOUR PROJECT

COMMUNICATE

IT'S IMPORTANT TO REMEMBER TO
COMMUNICATE AS A TEAM. ALLOW
EVERYONE AN OPPORTUNITY TO SPEAK
AND SHARE THEIR IDEAS, AS WELL AS
LISTENING TO EACH OTHER.