


TITLE: Hide and seek game

LEARNING SCENARIO	
School:	Duration (minutes): 90
Teacher:	Students age: 12

Essential Idea:	How to create hide and seek game?
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Topics:

- Pupils plan, anticipate, monitor, create and adjust programs.

Aims:

- Pupils design and create a working game or program for a specific purpose.

Outcomes:

- Pupils plan, anticipate, monitor, create and adjust programs.

Work forms:

- individual work
- work in pairs
- group work

Methods:

- presentation
- discussion
- interactive exercise



ARTICULATION

Course of action (duration, minutes)

INTRODUCTION

The teacher explains and starts a discussion with the pupils:

What is a computer game?

Computer games are computer programmes designed for fun.

What are the genres of computer games?

Action games, adventure games, indie games, relaxed games, racing games, multiplayer games, simulation games, role playing games, strategy games, sports games

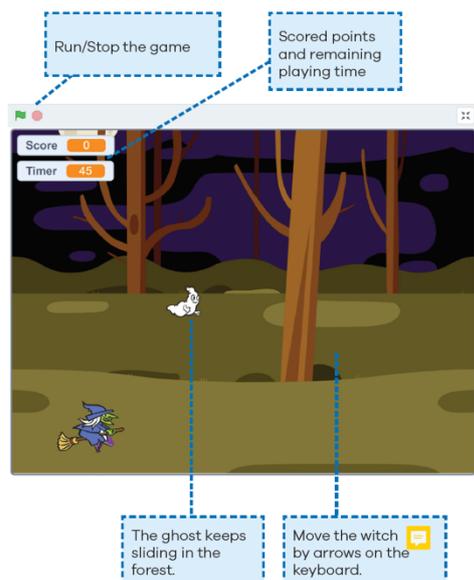
What games of these genres do you know?

What is a “hide and seek” game?

MAIN PART

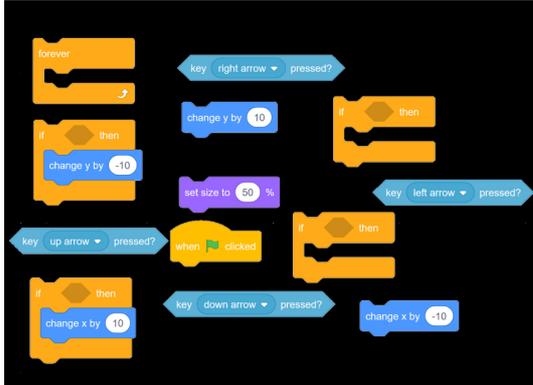
Hide and seek game, instructions:

Move the witch using keyboard arrows and catch the ghost. Each time the witch touches the ghost, she gets one point. The ghost will slide to a random position. When the witch touches it, the ghost plays the ‘pop’ sound, then it hides. It reappears after two seconds in a new random position. Count the playing time for 45 seconds. Set an appropriate sprite size. For a better atmosphere, add the sound of the Dance Slow Mo melody.

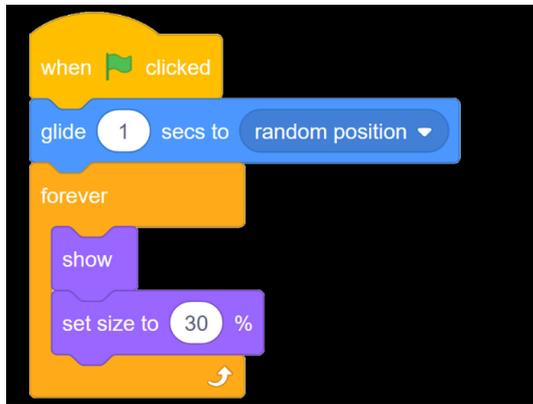




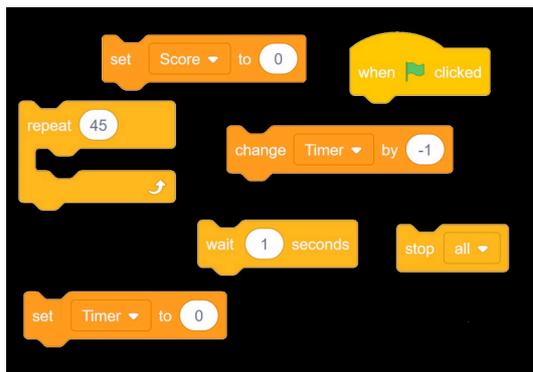
1. When you click on the green flag, the witch always moves in the direction of the pressed keyboard arrow key. Adjust the witch's size. Connect the following blocks!



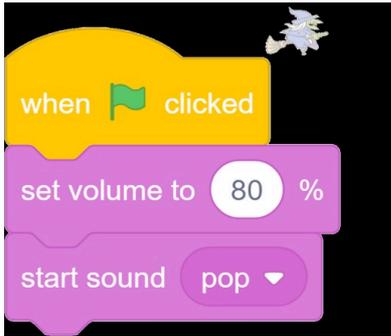
2. When you press the green flag, the ghost keeps appearing and slides for one second to a random position. Adjust the ghost size. Correct the script block!



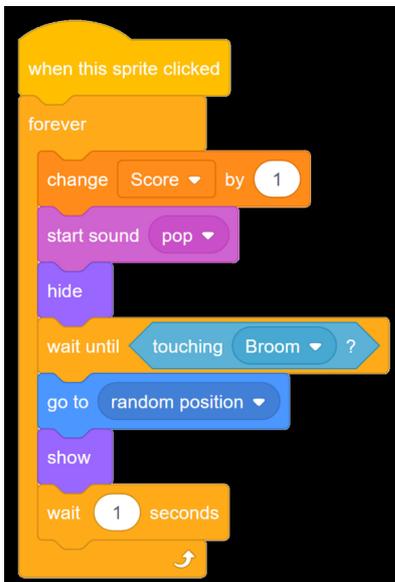
3. When you click the green flag, the points are set to 0. You will start a 45 second-countdown timer. Connect the blocks for the witch sprite!



4. The Dance slow Mo music should keep playing at 70% loudness. Correct the blocks and add them to the witch sprite!



5. Every time the ghost touches the witch, the 'pop' sound will be played and the points increase by one. The ghost disappears for one second and reappears in a random position. Correct the blocks!



6. At the beginning of the game, put the witch in the lower right corner of the stage. An excellent job! Enjoy the game!

EXERCISE 1

Spice up the game by adding a bad ghost. When it touches the witch, she loses one point!

EXERCISE 2

Add a wizard and let it compete with the witch who will win more points.

CONCLUSION

Pupils and the teacher discuss and evaluate the presented solutions.

**Methods**

presentation
discussion
work on the text
graphic work
interactive exercise /simulation on the computer

Work forms

interview
demonstration
role playing

individual work
work in pairs
group work
frontal work

Material:

- computer, <https://scratch.mit.edu>

Literature

- <https://scratch.mit.edu/ideas>
- <https://scratch.mit.edu/explore/projects/all>

PERSONAL OBSERVATIONS, COMMENTS AND NOTES