

# QMEA Scratch Game Challenge

## **Challenge Outline**

In this Challenge, students will be taken through a variety of different Scratch Programming blocks that they can use to create a Game. Follow along with the video, pausing at the appropriate times to give students a chance to use the described blocks. Encourage the students to think about which Sprites they want to have for their final game. Games are a great way to engage people and at the same time, give across some knowledge of a topic.

## **Challenge**

Once students have a good understanding of the blocks used, they are then ready to create their own game. Encourage them to use blocks that they have used in previous challenges.

While the basic structure of the game is fairly straightforward, encourage them to make changes and modifications to add more interest to their game. If and where possible, link back to the overall Challenge theme “Santos - A day in the life of...”

We highly recommend that students do additional research to complement their project

Oresome Resources is a great place to start.

<https://www.oresomeresources.com/>

and

<https://qrc.org.au>



## **Challenge Submission**

Once students have finished their project, it can be submitted. All submissions need to be received by Friday 11th of June 2021.

1. Give the Project a Name. We recommend the following format for Project Names “game\_schoolname\_studentname” ie - “game\_WHSS\_MaryBloggs”



2. Save your project to your computer



Scratch Projects are saved with a .sb3 extension.

3. Email your sb3 file to [damien@damenkee.com](mailto:damien@damenkee.com)  
Subject - “QMEA-Santos Game Challenge Submission”  
Don't forget to attach the file!

Judges consisting of Damien Kee, QMEA staff and Santos Staff will evaluate the submissions and select some to be recognised and showcased.

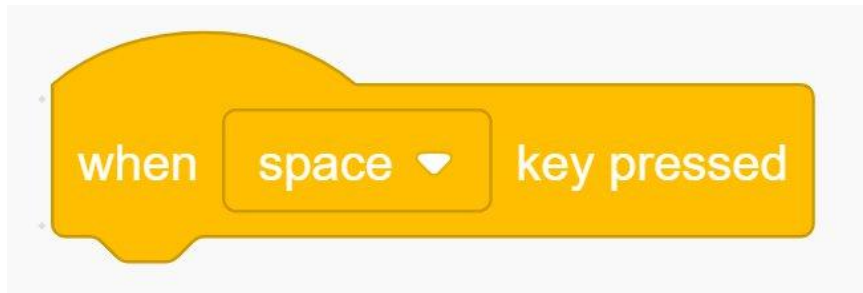
## **Judging Criteria**

Judges will be looking at the following criteria when evaluating each submission.

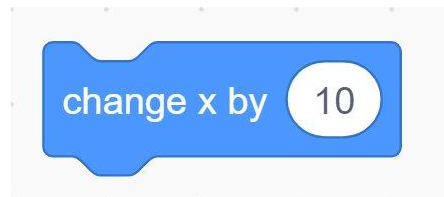
(In no particular order)

- Content. Has the student performed some research and added some interesting content into their game?
- Use of Code. Has the student used a variety of different Scratch coding blocks to enhance their submission? Have they gone above and beyond what has been presented in the challenge?
- Relevance. Is their submission relevant to themselves, their school and/or their community?

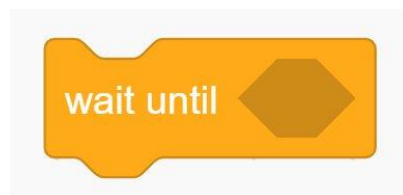
## Code Blocks



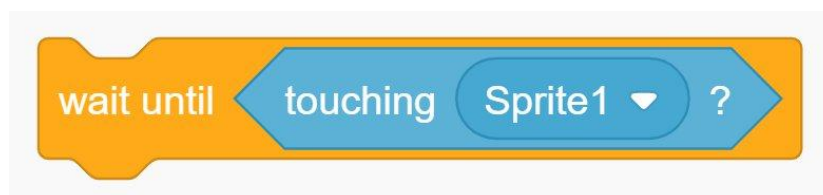
Trigger a set of instructions from a keyboard keypress.



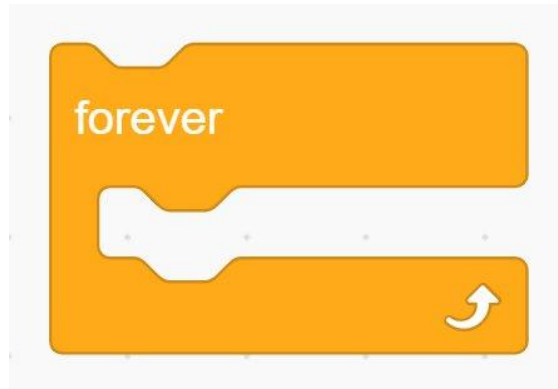
Change the position of the sprite along the horizontal (x).



When this block is used, the program will pause and wait until the condition inside is achieved.



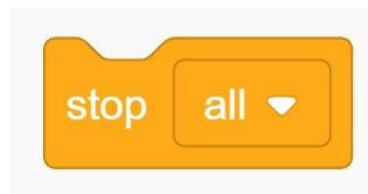
Wait at this instruction in the program until the Sprite is touching another Sprite (Sprite1).



Repeat a set of instructions over and over again.



Repeat a set of instructions for a set number of times.



Stops all scripts within the program from running.