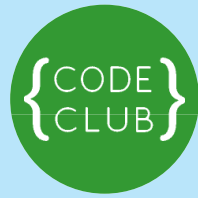


Level 2

Fruit Machine



NOTES FOR CLUB LEADERS

Introduction:

This is a simple game that has three sprites that change costume. You have to stop them when they're showing the same picture (like a fruit machine!).

Skills

This project covers

- Changing costumes
- Running a loop
- Stopping a loop on click

Resources

This project uses only standard Scratch images found within Scratch.

Scratch Cards required:

Broadcast

Basic exercises

Step 1: Create a sprite that changes costumes

Step 2: Making the picture change

Step 3: Making it stop when we click on it

Step 4: Creating the other sprites

Challenges

1. Make the game harder
2. Make the game get harder and easier over time
3. Detect when all the sprites have stopped on the same costume