

NOTES FOR CLUB LEADERS

Introduction

A random object is shown on the blackboard, all distorted. You have to guess what it is by clicking on the right picture below. The quicker you guess, the higher your score!

Skills

This project covers

- Keeping and setting the score
- Changing costumes and appearance
- Setting a random answer
- Detecting a click and checking if the right sprite was clicked
- Broadcast messages

Resources

This project uses resources found in the Scratch Backgrounds and Costumes folders

Scratch Cards required:

Timer

Basic exercises

Step 1: Make different things appear on the blackboard

Step 2: Make the pictures distorted

Step 3: Allow the player to guess the picture

Challenges

1. Make the game harder or easier
2. Distort the picture differently in each game
3. Make a game have a few rounds
4. Make later rounds more difficult
5. Keep playing until the player gets it wrong
6. Make the game harder or easier depending on how well the player does.
7. Keep track of the highest score
8. Make wrong guesses expensive