

NOTES FOR CLUB LEADERS

Introduction

This project is like the carnival game called whack-a-mole. You get points for hitting the witches that appear on the screen. The aim is to get as many points as possible in 30 seconds.

Skills

This project covers:

- Setting a variable
- Loops
- Keeping and setting the score

Resources

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

Scratch Cards required

Keep score

Timer

Animate it

Basic exercises

Step 1: Create a flying witch

Step 2: Make the witch appear and vanish randomly

Step 3: Make the witch disappear when she's clicked

Step 4: Add a score and timer

Challenges

1. Add more witches