

Lesson 9:

Sensing Things II



GAME OVER

PLAY AGAIN?

YES NO

It's fun to play games, right? In this lesson, we'll learn to make our own games!



Take me to the cherries

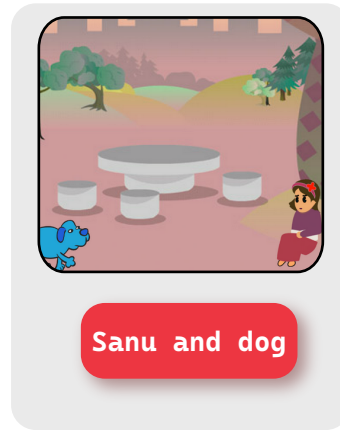


Shoot the aliens!



Let's start with debugging!

Before we get started with today's lesson, let's debug some projects.



Getting ready for the lesson

login to your Scratch Account

- 1 Sign into your Scratch account.

[Join Scratch](#)
[Sign in](#)

- 2 Set to high contrast mode

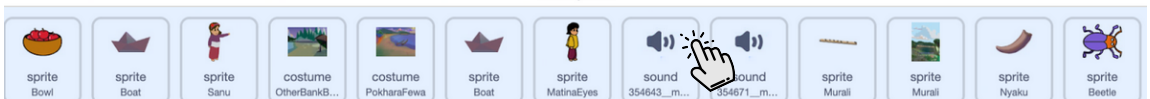
 Original

 High Contrast

- 3 Use the backpack to get objects from other projects

[Click to view](#)

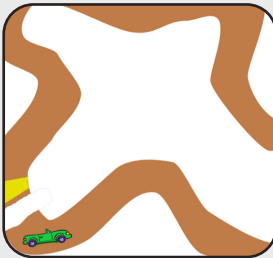
Backpack



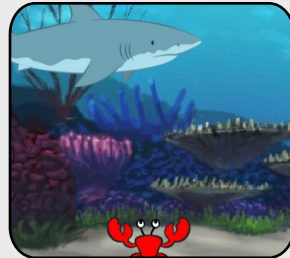
Let's explore some examples



Play with these projects and see how they are made.



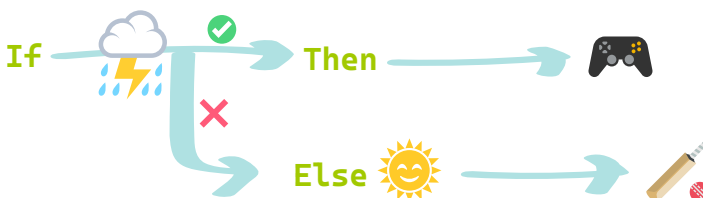
Driving
game



Catch the
shark

In this lesson we are introducing 2 new blocks:

1. If then
2. If then else



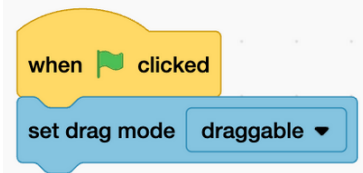
Let's create some simple games

Use any of the prompts below to get ideas for your game

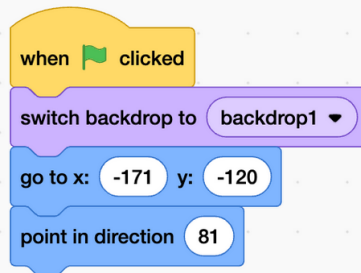
- A A sprite has to run away from another 🏃 🏃
- B A game based on any sport like football 🏃 ⚽
- C Finding way out of a maze 🏃 🏠

Try these blocks in your projects`

Make sprites movable with mouse



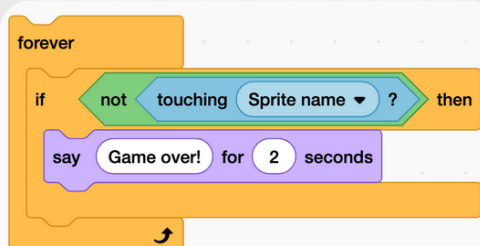
Reset the game



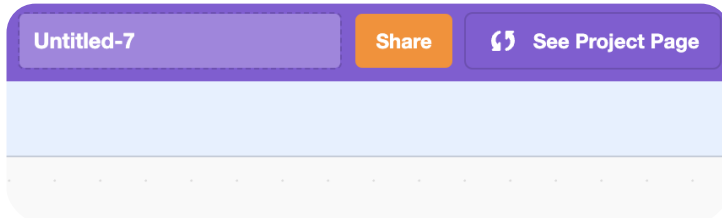
If a sprite is touching something



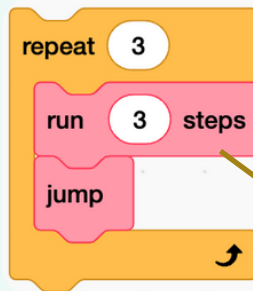
If a sprite is not touching something



○ Share your project. Explore the projects shared by your friends and leave comments!



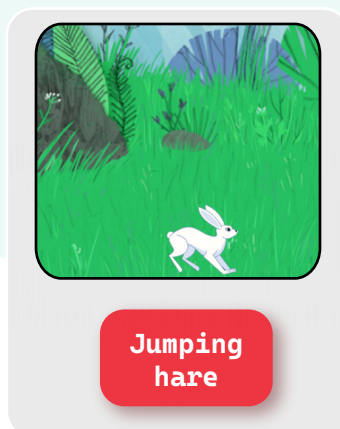
More things to explore



Do you know that you can make your own blocks too?



○ Explore the project below to play with these





Making your own blocks is fun. It helps you write shorter codes and makes debugging easier.

Code what new blocks will do

My Blocks

Make a Block

jump

run steps

New Blocks

define jump

wait 0.2 seconds

switch costume to hare-b

repeat 10

change y by 5

move 6 steps

switch costume to run 2

repeat 10

change y by -5

move 6 steps

switch costume to hare-a

Let's reflect

- 🕒 How is creating a game different from creating a story or animation?
- 🕒 What kind of game do you want to create?