LET’S PLAY!

Games provide numerous opportunities to explore a variety of computational concepts and skills. Here are some blocks that are frequently useful in games.

TOUCHING
See if two sprites are touching or if a sprite is touching a color

VISIBILITY
Make a sprite appear or disappear

RANDOM
Get a computer-generated number from within a specified range

TIMING
Have the computer keep track of time for you

STRINGS
Test, access, and change words and sentences

VARIABLES
Store a number or string in a container to access later

COMPARE
Compare values to help make decisions within your game

KEY PRESS
Make a sprite respond when different keys are pressed
MAZE

GOAL
Get from the start of the maze to the end

RULES
Don’t touch the green walls

OUTCOME
Win when the yellow marker is reached

7 scripts

move the sprite around

```
when down arrow key pressed
point in direction 180
move 10 steps
```

```
when left arrow key pressed
point in direction -90
move 10 steps
```

```
when right arrow key pressed
point in direction 90
move 10 steps
```

```
when up arrow key pressed
point in direction 0
move 10 steps
```

have the sprite bounce off the green walls

```
when clicked
go to x: -249 y: 149
```

```
when clicked
forever if touching color ?
turn 180 degrees
move 10 steps
```

```
when clicked
wait until touching color ?
say You win! for 2 secs
```

no scripts, draw a maze-like background with colored walls and a differently colored end marker

players wins when sprite reaches the yellow end marker
COLLIDE

GOAL
Help the cat navigate a gobo minefield

RULES
Collect yellow gobos to earn points, avoid pink gobos to avoid losing points

OUTCOME
Maximize your score

reset the cat's position and the score

collides with a yellow gobo, the gobo disappears and the score increases by 10

collides with a pink gobo, the gobo disappears and the score decreases by 10

have the cat follow the mouse cursor