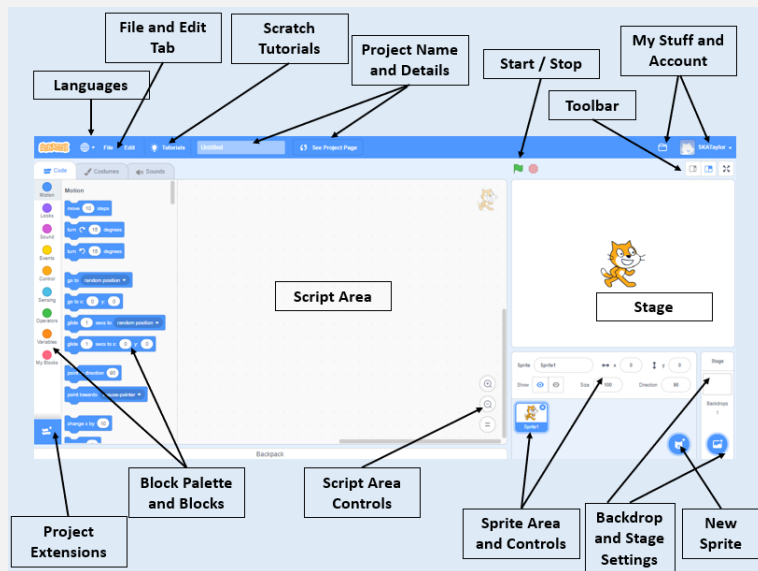


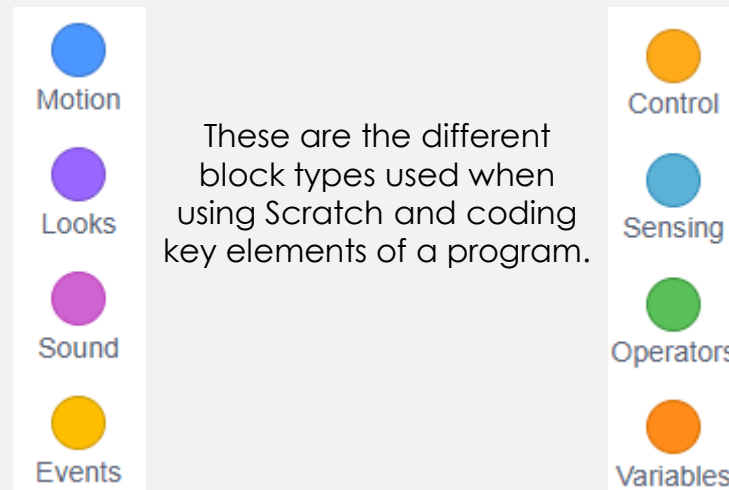
Week 1

The Scratch Interface



Week 2

The Scratch Interface – Block Types

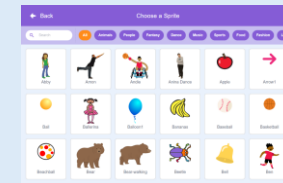


Week 3

What is Pac-Man?

Pac-Man, originally called Puck Man in Japan, is a 1980 maze video game developed and released by Namco for arcades.

The player controls Pac-Man, who must eat all the dots inside an enclosed maze while avoiding four coloured ghosts. Eating large flashing dots called "Power Pellets" causes the ghosts to temporarily turn blue, allowing Pac-Man to eat them for bonus points.

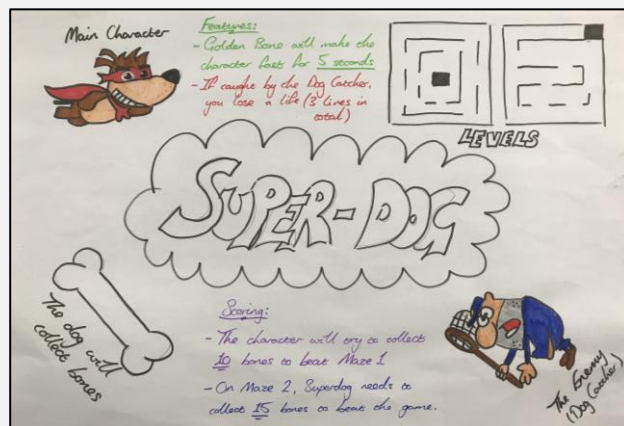


Year 8 ICT: Term 2 – Scratch Programming

Weeks 4 & 5

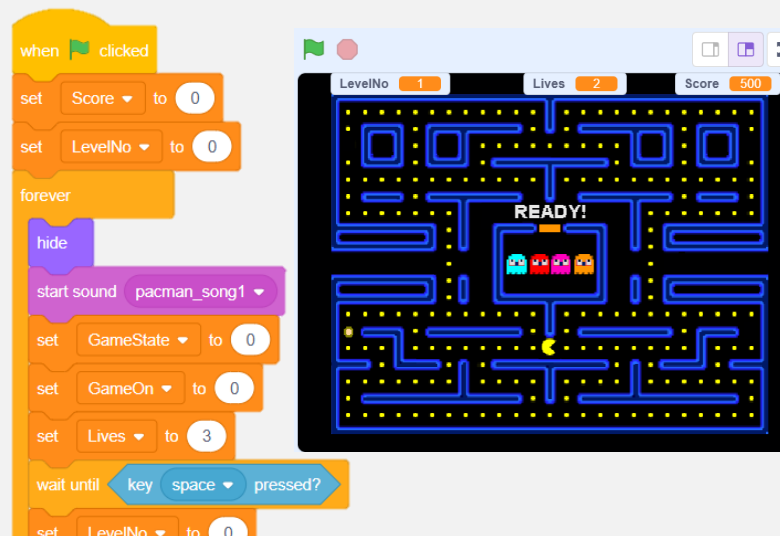
Researching, Planning and Designing Elements of the Game

Planning the key content that will feature in your Pac-Man themed game; name, design of levels, characters/sprites, enemies/ghosts, collectables and key features.



Week 6

Beginning the Creation of a Pac-Man Themed Game



Key words:

Scratch: A programming platform that allows users to develop games and animated ideas.

Sprites: Controllable elements or characters within a Scratch project.

Blocks: The method of coding used in Scratch (based on JavaScript).

Costumes: The appearance of sprites and backgrounds that can be altered.

Co-ordinates: The areas of the stage where different components are situated.

Projects: These are the Scratch files that are worked on and stored in your user area.

Week 1

Questions	Answers
What is a sprite?	A controllable character or objects which can be programmed for instructions.
What are the main block types used within Scratch?	<p>Motion – Controls the way in which sprites move.</p> <p>Looks – Allows you to alter the appearance of something.</p> <p>Sound – Add/edit sound for sprites.</p> <p>Events – Provides operational instructions.</p> <p>Control – Allows you to give multiple functions to a sprite.</p> <p>Sensing – Lets the user add further movement functions based on outcomes.</p> <p>Variables – Create your own coded elements.</p>

Week 2

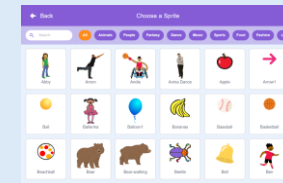
Questions	Answers
Why is coding accurately important?	Allows a program to function correctly without any mistakes/issues.
What is the stage area in Scratch?	This is the area where the code is put into practice and ran when the green flag is clicked.
What is the script area in Scratch?	This is the area in which blocks are placed in order to build up code that runs in the stage area.

Week 3

Questions	Answers
What is the character design of Pac-Man based on?	The character design is based on a pizza with a slice missing.
How many ghosts are there in the Pac-Man game?	There are four ghosts named; Blinky, Pinky, Inky, and Clyde.
What does the 'Power Pill' allow you to do in Pac-Man?	This makes the character of Pac-Man invincible and allows the user to eat the ghosts and gain more points.



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Weeks 4 & 5

Questions	Answers
What is planning your approach important?	It gives you the opportunity to look at what would work/not work and test things out before putting it into action.
What are gaming features?	<p>This includes things such as:</p> <ul style="list-style-type: none"> ▪ Designing sprites (main characters, enemies/ghosts and the collectable items that the main character will get points for. ▪ Deciding upon an appropriate colour scheme and theme for the game. ▪ Thinking about power-ups that could be put in place. ▪ How the difficulty can be increased/decreased. ▪ How sprites will be controlled.

Week 6

Criteria
<p>You are going to be developing a Pac-Man themed game in which you need to try and include the following features:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Characters and enemies that navigate around the screen using programmed instructions (Original ones were Pac-Man and the Ghosts) <input type="checkbox"/> A scoring system that records the items that your Pac-Man character collects <input type="checkbox"/> A lives system (Most Pac-Man games have 3 lives until it is game over) <input type="checkbox"/> 2 levels, with the 2nd level being more difficult than the first

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