SCRATCH PROJECTS

Year 5

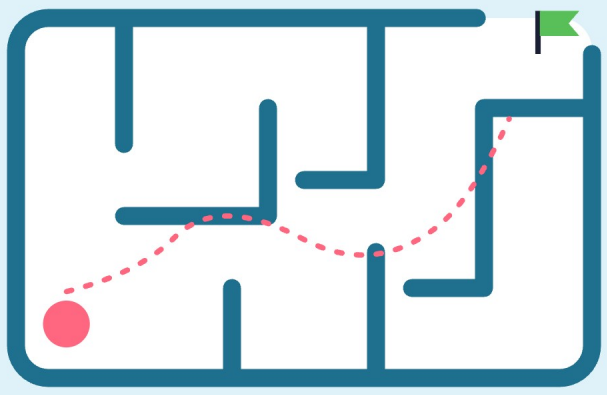
Selection and sensing

Five projects that make decisions and react to the player.



Skills this year

- **Y5.1** Use if to make a decision
- **Y5.2** Use if else for two different outcomes
- **Y5.3** Detect touching sprites and colours
- **Y5.4** Ask a question and use the answer
- **Y5.5** Keep score with a first variable
- **Y5.6** Test a friend's project and suggest fixes



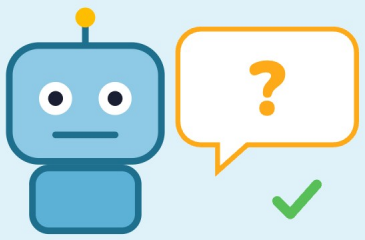
START HERE

Maze Escape

Steer with the arrow keys. Touch a wall and you go back to the start. Reach the exit to win.

Y5.1 Y5.3 Y4.3

Extend it Add a second level with a new backdrop.

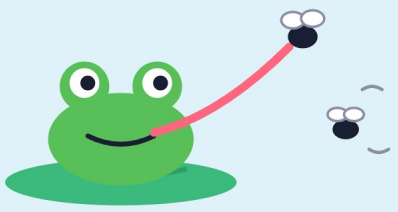


Quiz Bot

A robot asks questions on a topic you are learning, checks each answer and keeps score.

Y5.2 Y5.4 Y5.5

Extend it Give a different reply for a high or low score.



Hungry Frog

Steer the frog to catch flies. Touching a fly scores a point and sends it somewhere new.

Y5.1 Y5.3 Y5.5

Extend it Add a wasp that takes a point away.

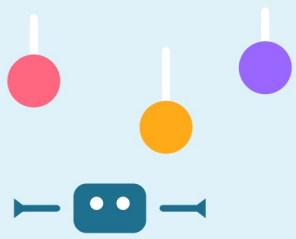


Virtual Pet

Feed, play with and stroke a pet that reacts differently to each choice.

Y5.1 Y5.2 Y5.3

Extend it Use variable to make the pet get hungry or bored



Dodge the Ball

Move left and right to avoid the falling balls. Get hit and the game is over.

Y5.1 Y5.3 Y5.6

Extend it Swap games with a friend and fix what they find.

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