SCRATCH PROJECTS

Year 6

Variables and operators

Five games powered by scores, lives, maths and chance.



Skills this year

- **Y6.1** Use variables for score, lives and timers
- **Y6.2** Compare values with >, < and =
- **Y6.3** Combine conditions with and, or, not
- **Y6.4** Use random numbers and calculations
- **Y6.5** Send messages between sprites with broadcast
- **Y6.6** Plan a game with an algorithm first



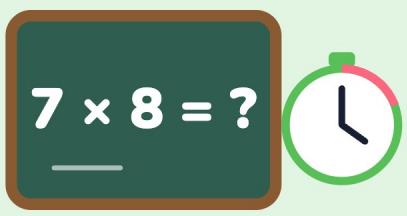
START HERE

Fruit Catcher

Catch fruit falling from random places. Score points, lose lives when you miss, and see a game over screen.

Y6.1 Y6.2 Y6.4 Y6.5

Extend it Speed up the fruit as the score rises.

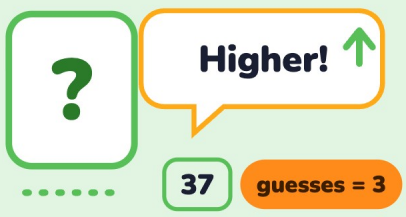


Times Tables Challenge

Random questions against a countdown timer, with a score out of ten at the end.

Y6.1 Y6.2 Y6.3 Y6.4

Extend it Let players choose which table to practise.



Guess the Number

The computer picks a secret number from 1 to 100. Clues tell you to go higher or lower.

Y6.1 Y6.2 Y6.4 Y5.4

Extend it Allow only seven guesses before game over.

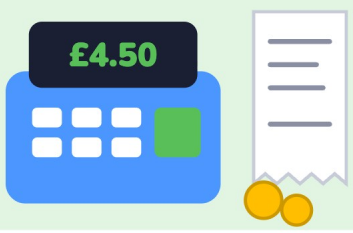


Whack-a-Mole

Moles pop up in random holes. Hit as many as you can before the timer runs out.

Y6.1 Y6.4 Y6.5

Extend it Add a golden mole worth five points.



Shop Till

Choose items from a shop, add up the total and work out the change.

Y6.1 Y6.4 Y6.6

Extend it Add a discount code that takes money off.

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