

Wider Curriculum Home Learning – Computing

Programming using Scratch

You will need Scratch 2 or 3 - or create an account at <https://scratch.mit.edu/> to complete the activities online



Learn to code your own musical instruments.

By completing this activity you will learn how to interact with sprites, change a sprite's

costume, make use of user input and include sounds in your Scratch program. Use the link below:

<https://projects.raspberrypi.org/en/projects/rock-band>



Learn how to repeat...

By completing this activity you will use Scratch to learn how to program your own animation including how to repeat

instructions. Use the link below:

<https://projects.raspberrypi.org/en/projects/lost-in-space>



Learn how to use variables...

By completing this activity you will learn how to make a ghost-catching game including the use of variables.

Use the link below:

<https://projects.raspberrypi.org/en/projects/ghostbusters>

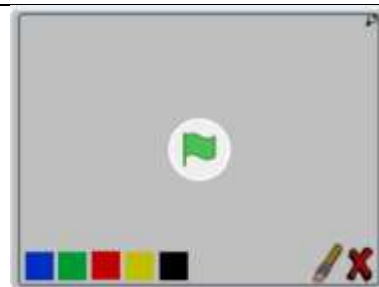


Learn how to use selection...

By completing this activity you will learn how to make a chatbot, you'll

program a character that can talk to you. Use the link below:

<https://projects.raspberrypi.org/en/projects/chatbot>



Learn how to use Boolean operators...

By completing this activity you will learn how Boolean operators work while creating your

own paint program. Use the link below:

<https://projects.raspberrypi.org/en/projects/paint-box>



Learn how to create your own working game...

By completing this activity you will learn how to develop your own boat racing game.

Use the link below:

<https://projects.raspberrypi.org/en/projects/boat-race>

Remember to share your work with your teacher using seesaw or the class email address