



# Scratch: Build a Rocket Game EXTENSION

Lesson:

Key Stage / Number of Students	Resource	Time Frame
KS 2 / 12	12 Laptops	1 hour – 1 hour 45 Minutes

Overview: Learners develop their Rocket Game to add extra level, hazards and a way to destroy those hazards.

Aim and Objectives:

Development of project that involves interactivity between sprites and creation of clones, as well as new level creation.

Learners expand on what they have learnt.

Produce a rocket ship game.

Show how clones can be used to add extra elements to their games.

Background:

The skills in this activity include using Fail States to end the game, triggers to reset the game with higher difficulty, cloning sprites to save space and time as well as freedom for students to take all the skills gained and customise their sprites and code to be innovative and creative.