



# Scratch: Build a Rocket Game EXTENSION

Activity (Teaching and Learning resources included)	Duration	Description	Key Skills Developed (Assessment)	Syllabus Areas covered (National Curriculum for Wales)	Learning outcomes, differentiation
Reload their Rocket Games and make a copy of the file to edit.	5 Minutes	Students learn how to load their games and how to make copies (Or Remix other peoples)	Physical Input and virtual output	ICT	All Students will do this, some may require assistance.
Add STOP ALL command blocks	5 Minutes	Students add Stop All commands to make the game more playable.	Coding, learning how to use messages and build code in a logical way to prevent it from crashing.	ICT	All students will do this, some may need assistance.
Make a second level	20 Minutes	Students use the message blocks to change costumes.	Learn more about messages, how to move sprites with code, and create other pre-sets.	ICT	All students will do this, some may require assistance
Make Asteroids	10 Minutes	Students will draw asteroids using clone commands.	Learn about Clone Command	ART and ICT	All students will make asteroid clones that destroy the ship when they connect
Make a LASER and develop game	20+ Minutes	Students make a laser sprite and Games	Art, Use all the Skills developed to make a fun	STEAM	All Students will make a complex rocket game, example <a href="https://scratch.mit.edu/projects/132702210/">https://scratch.mit.edu/projects/132702210/</a>