

Unit 1 Lesson 2 - Group Leader Notes

Code Club South Africa

1. Introduction

The Scratch lessons might be boring if your class already knows how to use it. You are welcome to make the lessons more challenging by adding extra requirements. The purpose of Scratch is just to warm them up to programming concepts before moving on to Python.

2. Introduction to Control

No added input required.

3. Sensing and Control

If the class has been taught booleans (True or False), it is recommended that you make reference to it here. The more connections they have to something, the easier it will be for them to remember.

4. Lesson 2 Challenge

These are only suggested requirements for the challenge, you are welcome to adjust if needed.

There are many possible solutions to this challenge. The main requirement to pass the challenge is that the mouse is controllable using the arrow keys.

Please note: There is a possible bug with Scratch, where you cannot move the mouse pointer while pressing the arrow keys. Do not penalise if this happens.

5 Points: Mouse can be controlled using arrow keys

3 Points: The game is functional (The game starts and ends with no issues)

1 Point: Named correctly

1 Point: Added extra creativity

Total: 10 Points