

Unit 1 Lesson 3 - Group Leader Notes

Code Club South Africa

1. Introduction to Lesson 3

No input required.

2. Operators

If the learners have done operators in maths, point it out to them.

3. Variables

You can use a lunchbox to explain variables further. The lunchbox is the variable and anything inside of it is the data stored.

4. Lesson 3 Challenge

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

The challenge is split into 4 sections. The learner just needs to pass 3 of the sections to move forward.

Section 1: 5 Points

The game must have a sprite that follows the mouse pointer.

1 Points: The sprite following the mouse resembles an astronaut or space creature.

2 Points: A variable to keep score was created.

2 Points: Score is set to 0 when the game starts.

Section 2: 5 Points

The game must have an item that the astronaut collects.

1 Point: The item looks like a star

2 Points: The item moves to a random location when the astronaut touches it.

2 Points: The score increases by 1 when the astronaut touches it.

Section 3: 10 Points

The game must have a sprite that chases the astronaut sprite.

2 Point: The sprite looks like a robot.

2 Points: The size number is equal to the astronauts.

2 Points: The speed is slower than the astronauts.

2 Points: The sprite teleports to a random location when it touches the astronaut.

2 Points: The score loses a point when the sprite touches the astronaut.

Section 4: 5 Points

The game must have a way to end.

5 Points: The game has an ending. (E.g. After time runs out.)

Total: 25 Points
