

Scratch 03: Build a Catch-the-Star Game

Use variables, scoring, random positions and game rules.

Age pathway: designed to start around age 8 and grow with the learner. Track: Scratch.

How to use this tutorial

1. Read one idea. 2. Try the example yourself. 3. Change one thing. 4. Explain what happened. 5. Turn the idea into a small project.

Challenge mission

Create something that tells a story, solves a small problem or makes someone smile.

Key ideas

- Sequence: put blocks in a sensible order.
- Events: make your project react to a click, key or message.
- Loops: repeat actions without repeating blocks.
- Variables: remember a score, timer or choice.

Try this

Open Scratch, recreate the simplest version, then add your own character, sound or rule.

Example starter

When green flag clicked → say "Hello, world!" for 2 seconds → move 20 steps → play a sound.

Reflection questions

What did you change? What broke? How did you fix it? What could you add next? How could this idea help another person?

Contest connection

Use this skill as one building block of a bigger project. Strong contest projects begin small, test often, listen to users and improve.