

5 minutes

Activity 1

How to maintain player interest

- **Maintaining player interest:**
 - Suggest solutions to the below...
 - Use your worksheet '[Maintaining Interest.doc](#)' to record your answers!

"The game takes a long time to load and the introduction instructions are on the screen for too long."

"I didn't know what I had to do when the game loaded. "

"I find using the mouse to control the main character too difficult."

"Each level is the same."

"There appears to be a bug. Sometimes, when the character collides with the bad guy, the game just stops."

"It is too easy to begin with, but it gets impossible after a few levels."


"It's possible to loose the character from the edge of the screen."

Mr James


You could print and laminate these cards before the lesson. (see ProblemsAndSolutions.doc). Students are to use the worksheet and work in groups of 2-3 to come up with solutions to the problem(s). Most are fairly obvious – it should get them thinking about creating a complete computer game that becomes progressively challenging... This is the theme for today.

1 minute


Objectives




- Give an example of a logical operator
- Use 'operator' and 'broadcast' blocks



- Explain how logical operators can be used
- Explain how to broadcast an event



- Explain why event broadcasting is useful
- Develop your own game idea




Mr James

Today's examples use logical operators and broadcast messages – students should pay attention to this when using these blocks.

30 seconds!

Today...

- 1) Discussing how games can be made more interesting
- 2) Creating a complete game
- 3) Completing 'Operators.doc'
- 4) Updating project diary




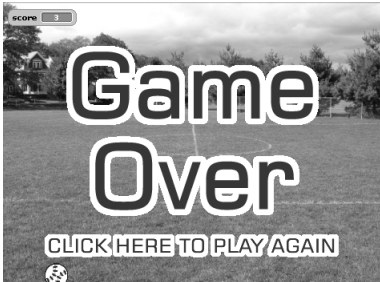
Mr James

Today's activities (NB you might want to skip the 'operators' activity if there is not time).

25 minutes

Activity 2

- Use tutorial to create a complete game!
- Catch The Ball.doc




Mr James

Today's tutorial. Students might need help finding the 'game over' and 'you win' sprites that'll be in the network area.

5 minutes

Activity 3

- Complete 'Operators.doc'



Mr James

Optional activity, especially for G&T... To show an understanding of logical operators. $<$, $>$, $=$

1 minute

Activity 3: Solution

Symbol(s)	Definition
$<$	★ <i>Less than</i>
$>$	★ <i>More than</i>
$=$	★ <i>Equal to</i>
\geq	★ <i>More than or equal to</i>
\leq	★ <i>Less than or equal to</i>



Mr James

Solutions to operators task

1 minute

Activity 3: Solution

- IF *lives* = 0 THEN *it's game over*.
- IF score > the highest score THEN you've got the new highest score.
- IF the ball 'y' position is > bottom screen, THEN you've gone off the bottom.
- IF you have the magic key **OR** the key code, THEN you can get through the door.



Mr James

Solutions to operators task

10 minutes

Activity 4

- Update project diary
- To insert a new page...
 - Click Insert->Page



- EXPLAIN these in your diary...
 - Input
 - Selection
 - Iteration
 - variable

Level	Planning/Design/Development	Testing/Implementation
7	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do
6	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do
5	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do
4	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do
3	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do

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5	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do
4	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do
3	<input type="checkbox"/> I have a clear idea of what I want to do	<input type="checkbox"/> I have a clear idea of what I want to do



Mr James

Students to update their diary – make sure they're filling it out correctly.

Next Lesson...

- Choose your own project!



Mr James

Next lesson teaser...