

PRACTICE MATERIAL FOR SPELLATHON

(GRADE 10)

1. Create an Educational Game

Task: Develop a game that teaches a specific subject (e.g., math, science) through interactive challenges.

Steps:

1. Design a backdrop and character sprites to guide players.
2. Use "ask" blocks to present questions or problems related to the subject.
3. Implement scoring with variables to track correct answers and provide immediate feedback.
4. Use "if" statements to check answers and trigger animations or sounds for correct/incorrect responses.
5. Add levels or stages that increase in difficulty as players progress.

2. Build a Chatbot

Task: Create a simple chatbot that can respond to user input with pre-defined answers.

Steps:

1. Choose a sprite to act as the chatbot.
2. Use "when green flag clicked" to start the interaction.
3. Implement an "ask" block for user input.
4. Use "if/else" statements to provide different responses based on keywords or phrases in the user's input.
5. Allow the conversation to continue until the user decides to end it.

3. Design a Personal Budget Tracker

Task: Create an application that helps users manage their budget by tracking income and expenses.

Steps:

1. Use variables to store total income, expenses, and balance.
2. Implement "ask" blocks to gather income and expense amounts from the user.
3. Use lists to keep track of each transaction.
4. Update the balance after each entry and display it on the screen.

5. Include features to show a summary of expenses and income at the end of the month.

4. Create a Memory Card Game

Task: Design a card-matching game where players find pairs of matching cards.

Steps:

1. Use sprites for the cards and create a grid layout.
2. Program the cards to show an image when clicked and hide when clicked again.
3. Use lists to store the card images and track matches.
4. Implement logic using "if" statements to check for matching pairs.
5. Keep track of attempts and display the score once all pairs are found.

5. Build a Virtual Escape Room

Task: Design a simple escape room game where players solve puzzles to "escape."

Steps:

1. Create multiple backdrops representing different rooms or stages.
2. Use sprites for interactive objects (e.g., keys, locks).
3. Implement "ask" blocks to gather inputs for solving puzzles (e.g., codes, riddles).
4. Use variables to track progress and inventory items.
5. Include "if" statements to change scenes or unlock items when puzzles are solved.