

PRACTICE MATERIAL FOR SPELLATHON

(GRADE 6)

1. Create a Choose-Your-Own-Adventure Game

Task: Develop an interactive story where users make choices that lead to different endings.

Steps:

1. Select a backdrop and multiple character sprites.
2. Use "when green flag clicked" to start the story.
3. Use "say" blocks for narration and "ask" blocks for user choices.
4. Implement "if" statements to direct the story based on user decisions, leading to various paths and outcomes.

2. Build a Simple Quiz with Scoring

Task: Design a quiz that asks multiple-choice questions and keeps score.

Steps:

1. Use "ask" blocks for each question.
2. Present multiple answers using "say" blocks.
3. Use variables to track the score.
4. Implement "if" statements to check answers and update the score accordingly.
5. Display the final score at the end.

3. Create a Dance Animation with Multiple Sprites

Task: Program multiple characters to perform synchronized dance moves.

Steps:

1. Choose several character sprites.
2. Use "when green flag clicked" to start the dance party.
3. Use "forever" loops to make each sprite perform dance moves and change costumes.
4. Add sound effects or music to enhance the experience.

4. Make a Simple Simulation of Ecosystem Interactions

Task: Model a basic food chain with predator and prey sprites.

Steps:

1. Create sprites for different animals (e.g., plants, herbivores, carnivores).
2. Use "when green flag clicked" to start the simulation.
3. Program movement for each sprite using "move" blocks.
4. Use "if" statements to simulate interactions (e.g., if the predator touches the prey, the prey disappears).

5. Design a Simple Drawing App

Task: Create an interactive drawing application where users can draw on the screen.

Steps:

1. Use a pen sprite to draw.
2. Program the sprite to follow the mouse pointer using "go to mouse pointer" blocks.
3. Use "when mouse down" to start drawing and "when mouse up" to stop.
4. Add buttons to change colors or clear the drawing using "broadcast" messages and "when I receive" blocks.