PRACTICE MATERIAL FOR SPELLATHON

(GRADE 7)

1. Create a Simple RPG Battle System

Task: Design a turn-based battle system between a player and a monster.

Steps:

1. Choose sprites for the player and the monster.
2. Use variables to track health for both the player and the monster.
3. Implement a "when green flag clicked" block to start the game.
4. Use "ask" blocks to let the player choose an action (attack, heal, or flee).
5. Use "if" statements to determine the outcome of each action and update health accordingly.

2. Build a Weather App

Task: Create an interactive app that simulates weather forecasts.

Steps:

1. Design different weather condition sprites (sunny, rainy, snowy, etc.).
2. Use a variable to hold the current weather condition.
3. Use "when green flag clicked" to randomly set the weather condition.
4. Use "if" statements to display the corresponding weather sprite and provide a brief description.
5. Allow users to click a button to refresh the weather forecast.

3. Design a Virtual Pet Care Game

Task: Program a virtual pet that needs feeding, playing, and sleeping.

Steps:

1. Create a pet sprite and design a simple background.
2. Use variables to track the pet's hunger, happiness, and energy levels.
3. Use "when green flag clicked" to initialize the game and display initial levels.
4. Create buttons for feeding, playing, and putting the pet to sleep, using "broadcast" to handle actions.
5. Implement "if" statements to change the pet's state based on user interactions.

4. Make a Simple Platformer Game with Levels

Task: Develop a platformer game where players navigate through multiple levels.

Steps:

1. Create a character sprite and design several level backgrounds.
2. Use "when green flag clicked" to start the game and initialize the score.
3. Program the character to move left and right, jump, and collect items using keyboard inputs.
4. Use "if" statements to detect when the player reaches the end of a level and transition to the next level.
5. Add a scoring system for collected items, and display the score on the screen.

5. Create a Quiz Show with Timed Questions

Task: Program an interactive quiz show with a timer for each question.

Steps:

1. Use "ask" blocks to present multiple-choice questions.
2. Use a timer variable to count down for each question.
3. Implement "if" statements to check answers and update the score.
4. Use "broadcast" messages to move to the next question after time runs out or after the player answers.
5. Display the final score at the end of the quiz.