PRACTICE MATERIAL FOR SPELLATHON

(GRADE 5)

1. Create an Interactive Story

Task: Design a simple story that changes based on user choices.

Steps:

1. Choose a backdrop and characters for the story.
2. Use the "when green flag clicked" block to start.
3. Use "say" blocks for dialogue and "ask" blocks for user choices (e.g., "Do you want to go to the forest or the castle?").
4. Use "if" blocks to direct the story based on user input, leading to different outcomes.

2. Build a Basic Calculator

Task: Program a simple calculator that can add, subtract, multiply, and divide.

Steps:

1. Use "ask" blocks to get two numbers from the user.
2. Ask the user to choose an operation (e.g., "What do you want to do?").
3. Use "if" blocks to perform the selected operation.
4. Use "say" blocks to display the result.

3. Create a Platformer Game

Task: Design a simple platformer where a character jumps over obstacles.

Steps:

1. Create a platform backdrop with obstacles.
2. Choose a character sprite and program it to move left and right using arrow keys.
3. Use "when space key pressed" to make the sprite jump.
4. Implement "if" statements to check for collisions with obstacles and respond (e.g., "Game Over!" if hit).

4. Make a Virtual Pet

Task: Program a virtual pet that users can interact with.

Steps:

1. Choose a pet sprite and a background.
2. Use "when green flag clicked" to start the program and display a welcome message.
3. Add "ask" blocks to let the user choose an action (e.g., "Feed" or "Play").
4. Use "if" statements to respond to each action and update the pet's happiness or health.

5. Design a Memory Game

Task: Create a simple memory game where players match pairs of cards.

Steps:

1. Create sprites for cards with different images.
2. Program the cards to show their images when clicked (using "when this sprite clicked").
3. Use variables to keep track of selected cards.
4. Implement "if" statements to check if two selected cards match and respond appropriately (e.g., remove them or flip them back).