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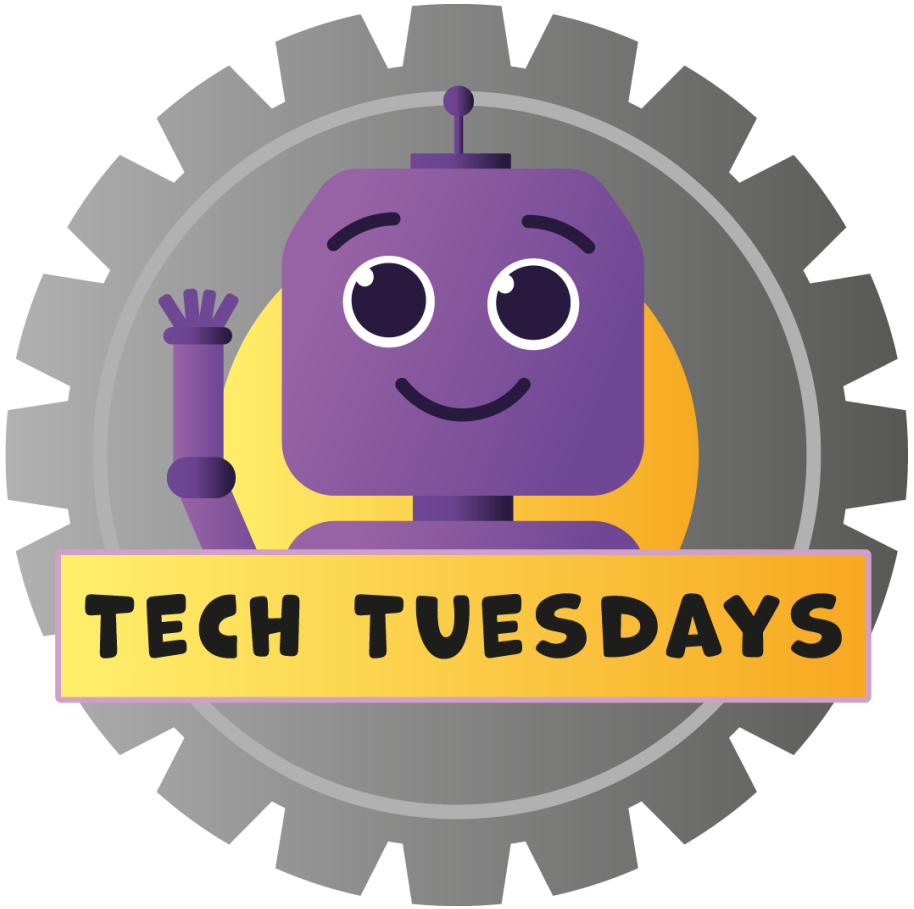
STAR HUNT (MAKECODE ARCADE)



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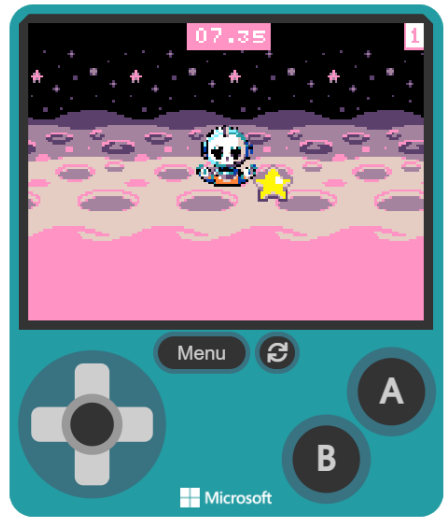
STAR HUNT

In this Tech Tuesday bite-sized lesson, you will be introduced to Microsoft MakeCode Arcade.

You will use different coding blocks to move a sprite around the screen and create a collection game.

You will find further suggestions of how this skill can be used across the curriculum within this guide.



TECH TUESDAYS

LEARNING INTENTION

We are learning to **use** a visual programming language to **create** a simple game.

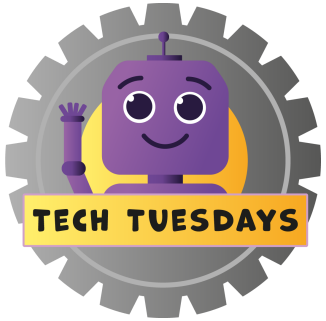
SUCCESS CRITERIA

- **Identify** and **use** different coding blocks, explaining what they do.
- **Join** coding blocks to create a script.
- **Check** my code for errors.

DIGITAL SCHOOL LEARN

PRIOR KNOWLEDGE

- Can you describe what a visual programming language is?
- Can you describe what a sprite is?
- How do you put pieces of code together? What is it called when we have more than one block together?



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ACTIVITY

1. **Access** the MakeCode Arcade starter project.

2. **Follow** the instructions to move the sprite, add a background, change the score and add a sound.

3. **Add** a countdown timer to the game.(Challenge)

Scan or Click me!

IMPORTANT INFORMATION

- Suggested for First Level
- Requires iPads/Laptops/Desktops and Smartboard to display video
- Access the starter project by clicking or scanning above

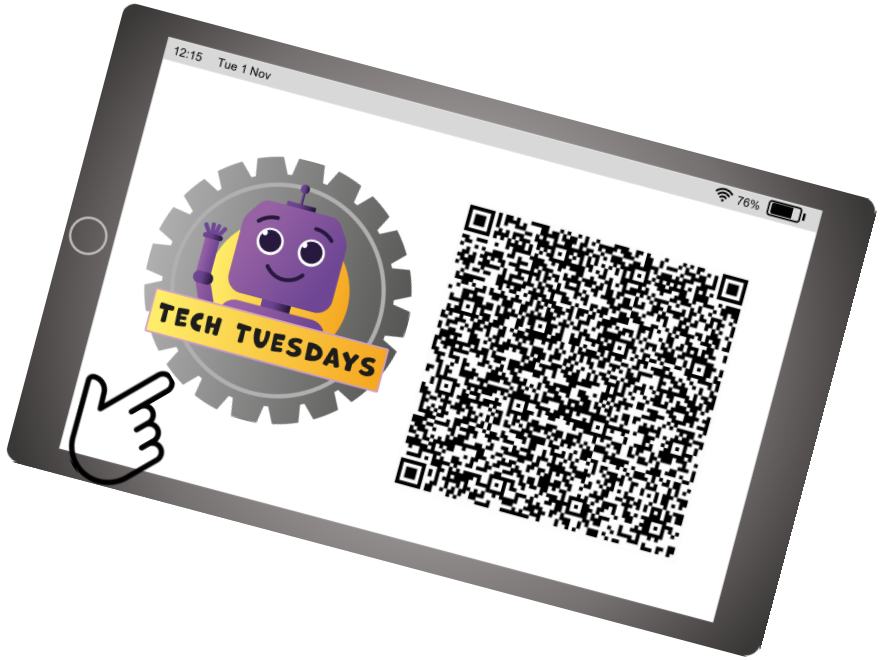
TOP TIPS

- Work on your own or with a partner.
- You may want to have pupil digital leaders or more senior pupils for support.

MODELLED EXAMPLE

Click the link to watch a North Lanarkshire Digital Pedagogy Practitioner model this activity.

Remember, you can use this knowledge and understanding in a different context.



REFLECTION

- Can you now give an example of a visual programming language? (Think about what we were using to create our game!)
- What were some of the coding blocks you used? How did they affect the Sprites or other areas of the game?
- Do you think you could create a game like this with different Sprites? Or use a different theme?

TECH TUESDAYS

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SUGGESTED ACTIVITIES

LITERACY

Create your own story and bring it to life by choosing sprites as characters and make them talk by adding text blocks.

MUSIC

Use the Skillmaps on MakeCode to make your own music player. Choose from the built in sounds or create your own.

HWB

Create a collecting fruit game where your sprite will collect pieces of fruit and avoid the unhealthy food.

ART & DESIGN

Use the Skillmaps on MakeCode to design a Greetings Card to send to a friend. Change the background, effect and text.

CURRICULAR LINKS

I can demonstrate a range of basic problem solving skills by building simple programmes to carry out a given task, using an appropriate language. **TCH 1-15a**

LINK TO PATHWAYS

Designing, building and testing computing solutions.

KEY VOCABULARY

MAKECODE

MakeCode is the software created by Microsoft to help learners code.

BLOCKS

Blocks are the coloured pieces that snap together to create a program.

SCRIPT

A set of connected instructions (or blocks) that tells the program what to do.

SPRITE

A character or object that can be programmed.

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SHARE YOUR LEARNING

We love to see you all taking part in our Tech Tuesdays lessons. Remember to share your learning with us online.

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TEACHER FEEDBACK

Feedback helps us to improve our lessons or just lets us know we're doing a good job. Please scan or click the QR code below to access our Tech Tuesdays feedback form, to share your comments and views.

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