



# GAME WRITER

**Number of Participants**  
**Maximum 15 Learners**

**Duration**  
**2-3 hours**

**Price**  
**£7.00**  
*per learner*

## OVERVIEW

Ever since the first computer game was created in the 1950s, video games have evolved massively from having 3 simple shapes on screen to large productions which have the budget and audience to rival the biggest Hollywood blockbusters. The video game industry has become more accessible due to a variety of development programs which allow people to create their very own games at home and share them across the world.

Game writer is an activity to learn the basics of computer coding to create games using the coding programme 'Scratch'. Scratch is a block-based visual programming language developed by the MIT Media Lab in 2003. During this activity you will progress from the basics in no time to create your very own engaging and entertaining games.

## ACTIVITIES

**Googley Eyes (Introduction)** - The purpose of this activity is to give the students an introduction to Scratch and its basic functions. Students will then be able to code a STEM man for movement. Length of time: 1 hour

**Maze Task (Beginner)** - The purpose of this activity is to introduce students to adding different backgrounds in scratch. Students will create their own Maze and code a STEM man to be able to move through the maze. Length of time: 1 hour

**Carnival Duck Shoot (Intermediate)** - The purpose of this activity is to develop student's skills in creating a continuous moving background of ducks and target which can be used to shoot the ducks and accumulate points. Length of time: 1.5 hours

**Catch Me (Advanced)** - The purpose of this activity is allow students to develop a coded game with Cops and Robbers in the scenario of a diamond heist. Length of time: 2 hours

## KEY EMPLOYABILITY SKILLS

- Problem Solving
- Digital Literacy
- Self-Management
- Decision-Making
- Critical-Thinking
- Creativity
- Independent Learning

