Game builder: Scratch game worksheet

Write up your own list for your version of a paper, scissors, rock game. Try and keep the list to around 15 – 20 actions or events. Afterwards, go through your list and brainstorm with your partner or group members some of the coding you think you will need to do in Scratch. From that list, break down your coding into 'I/we know how to:' and 'I/we still need to learn how to:'

Write a list of key 'actions' and events for rock, paper, scissors game.	What coding might you need to do?
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.
11.	11.
12.	12.
13.	13.
14.	14.
15.	15.
16.	16.
17.	17.
18.	18.
19.	19.
20.	20.

I/we know how to:

I/we still need to learn how to:

www.acmi.net.au/gamebuilder/