



STEM for inclusive Schools

WP2 – Activities

Worksheet – Coding plan

Technology / Math (August 2024)

Paderborn University

Project Title: STEM for inclusive Schools

Acronym: STEMInSCH

Reference number: 2023-1-DE02-KA220-000000

Project partners:

- P1 University Paderborn (UPB), DE
- P2 Universitatea Dunarea de Jos din Galati (UDG), RO
- P3 Scoala Gimnaziala Nr. 7 Galati, RO
- P4 Siec Badawcza Lukasiewicz - Instytut Technologii Eksploatacji, PL
- P5 Inovatif ve Girisimci Toplum Dernegi, TR
- P6 Sucessos Criativos, Lda, PT



Worksheet for the Activity:

Coding a simple game with Scratch

name of the activity

Task description:

Time to finish the task: 2 weeks

Supplies:



Running Scratch from:

<https://scratch.mit.edu/>

Pencils, etc. to fill in this worksheet. Paper to write down first ideas before filling them into the worksheet.

Method:



Creativity task and structuring by using and ordering the key features and elements of Scratch.



Instructions:

Please, meet in a group of 2 to 4 persons. Take out some paper and collect ideas for a simple game in Scratch which you would like to design. Write down the idea or record your idea with your mobile phone. Fill in this worksheet and describe your idea with a few sentences. Order the tasks to do and the conditions in your game in a simple flow chart. Find the correct blocks in Scratch to design your game. Can you order them into first scripts.

Fill in the tables!

Your Group name:



Write the names of your group members in the box:





Graphics and Tables:

Write down your final idea for your game in a few sentences:



Draw your idea: How should the game look like?





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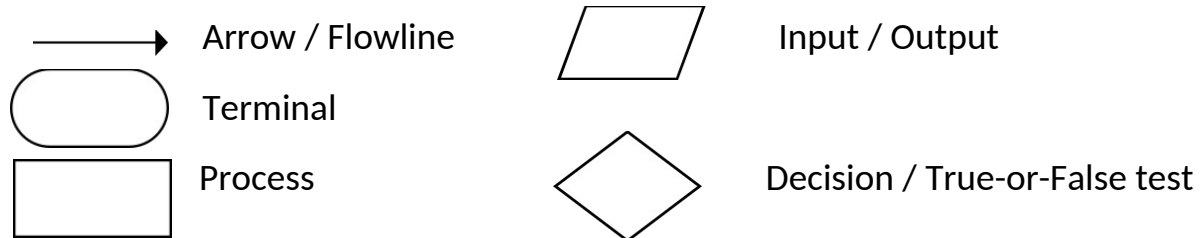
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Draw a flowchart for your game.

Use:





Which blocks of Scratch do you have to use?

Have a look at Scratch!



Blocktype	Blocks you have to integrate in your game
Motion	
Looks	
Sound	



Events	
Control	
Sensing	
Operations	
Variables	

Now order the block to the first script. You can do that directly in Scratch and write hints in the following box if this is helpful for you!

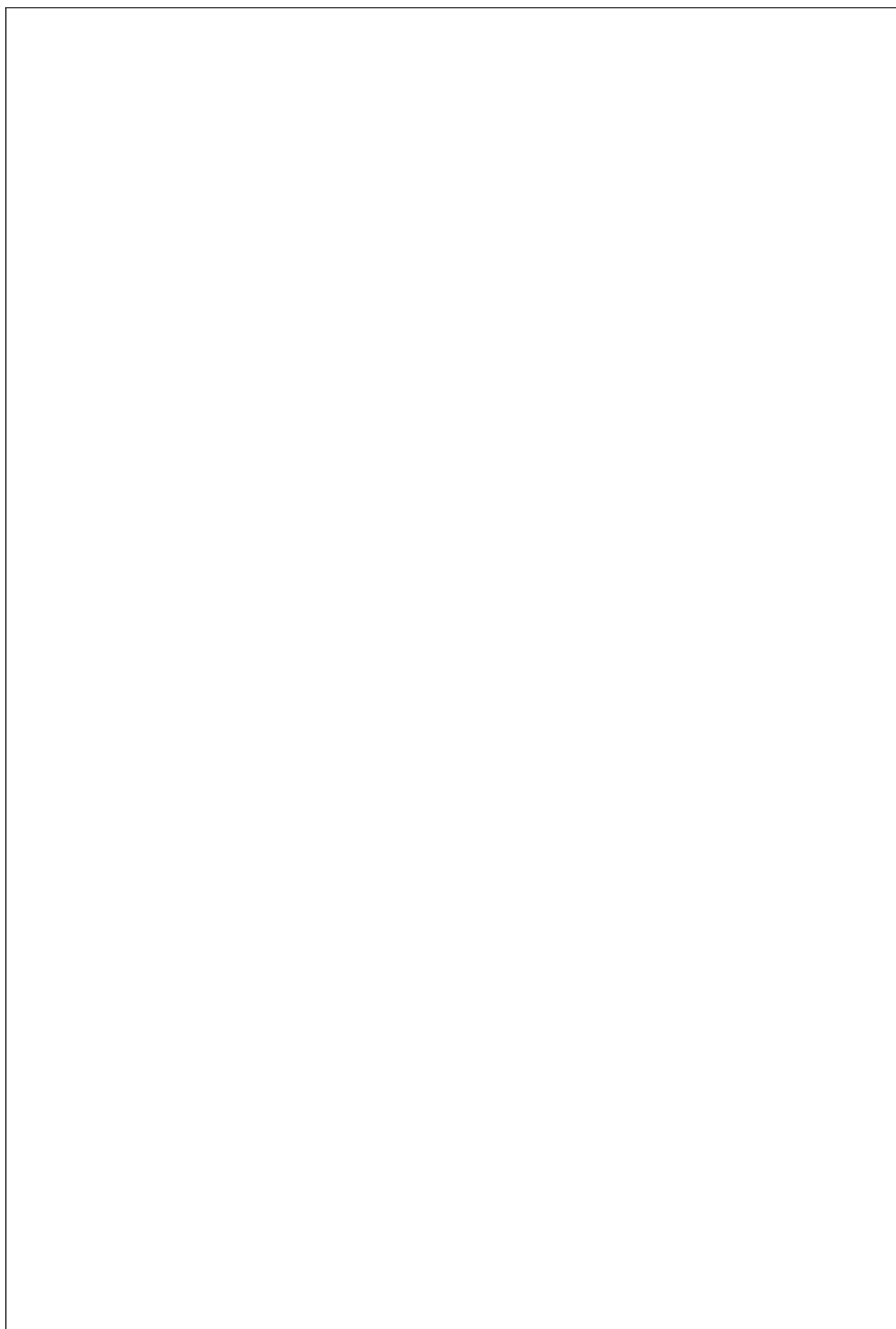


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