

Instructions: Look at the picture of the blocks. Fill in the puzzles using the answer bank (a grown-up can read the words aloud). Read the Did you know? box. Number the 4 steps in order, tick True or False, match each word to its meaning, then write short answers.

1. Block puzzles

Answer bank: **1** **keys** **loop** **plan**

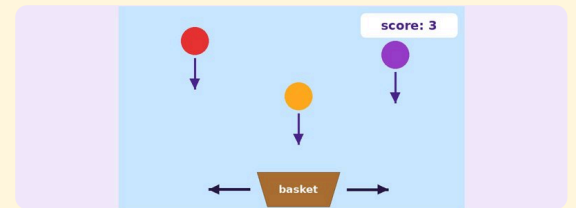
Question	Answer
The fruit falls in a forever...	
Catch a fruit: change score by...	
The basket moves with the arrow...	
First we make a...	

About this topic

Real coders plan first. Our Level 1 game is Catch the Fruit : fruit falls from the sky and a basket catches it. Our Level 2 game is a mini obby , an obstacle course in Roblox. Write down: the goal, the player, the rules, and how you win.

Did you know?

- Big games are made by teams of artists and coders.
- Every game is tested many times before people play it.
- You used all the ideas from this course in one game!



Catch the Fruit with blocks

2. Put the steps in order

Write 1 to 4 in the boxes (1 = first).

- ☐ Code: Add events, loops and ifs
- ☐ Share: Let someone play and listen to them
- ☐ Plan: Write the goal and rules
- ☐ Test: Play it and fix bugs

3. True or false?

We plan before we build.	☐ True	☐ False
Games are never tested.	☐ True	☐ False
Score is a variable.	☐ True	☐ False
The fruit falls up.	☐ True	☐ False

4. Match up

Write the letter of the right meaning in the box.

Game design	A. Letting someone try your game to find problems.
Obby	B. Planning how a game works and feels.
Play-test	C. A Roblox setting that stops a part falling.
Anchored	D. An obstacle course game in Roblox.

5. Short answers

1. Draw your own game idea.

2. How do you win Catch the Fruit?

3. Who could play-test your game?

4. Explain in your own words: Explain why coders plan a game first.

5. Stretch: Which coding ideas does Catch the Fruit use?