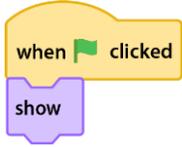
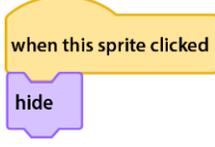
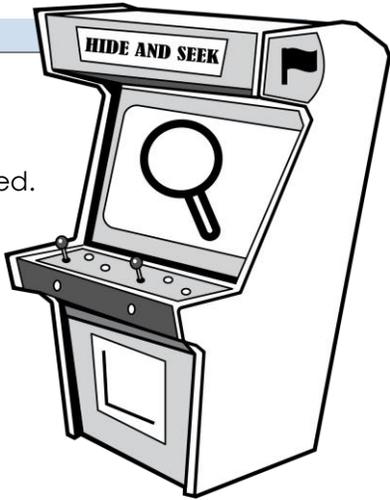


Session 4 Skill Review: Hide and Seek

Create a game of hide and seek. In it, three items are lost. Can the player find them?

SCRIPTS	HOW IT WILL BE USED...
	Start the game. Show all objects. This resets the game if it was already played.
	The player clicks an object. The object disappears. Behind it <i>might</i> be a hidden item.



- Start a new Scratch project:
 - Create a new project. Name the file **Hide**.
 - Delete the cat. 
- Insert a background.  It should suit the theme of your game.

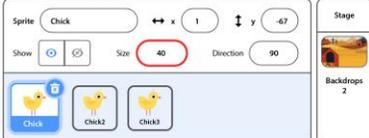
Game Ideas

- Arctic:** The penguins are hiding from the polar bear. Can you find all three?
- Farm:** The hen has lost her three chicks. Can you find them?
- Castle:** The knight is looking for treasure. Can you find the three jewels?

- Add **three** hidden items.  They can be the same or different. For example:



You may need to change the size to fit the scene.



Size **40**

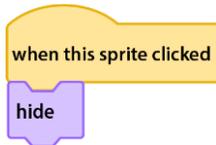
- Add objects.  Place them over the hidden items so they cannot be seen. For example:



To put an object to the front, drag it a tiny bit.



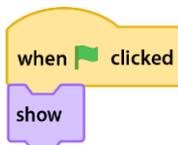
5. Build a script to find the hidden item:
 - a. Select an object.
 - b. Build this script:



- c. Click the object to test it.
- d. Add the script to the other objects.



6. Build a script to show the object. This resets the game:
 - a. Select an object.
 - b. Build this script:



- c. Test the game.
- d. Add the script to the other objects.



7. Get creative! Pick from the ideas below or come up with your own:

- Add more objects that have no hidden items behind them.
- Add a sound effect when an object is clicked.
- Give the player instructions.
- Build a script to make the hidden item do an action when clicked.
- Add Looks blocks to make the object do an action before hiding.

TIP: You might need a *wait* block.

8. Test the game. Click , then click each object.
9. Close Scratch.

This activity is from TechnoArcade.
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