BOBIS

A BEGINNER WORKBOOK

Code Your First Game

From playing games to making the rules.



AGES 8-12 WITH AN ADULT / 5 GUIDED SCRATCH GAMES

Block recipes + test cases + adult guidance

bobis.com.ng | First edition - October 2026

Build the starting rules

Block recipe / Scratch 3 English labels

Use a separate script for each hat block. Choose the exact sprite or Stage named above the recipe.

PLAYER / main script

```
when green flag clicked
set [Playing] to (1)
go to x: (-150) y: (0)
say []
repeat until <touching [Target]?>
  wait (0.05) seconds
end
set [Playing] to (0)
say [Found it!] for (2) seconds
```

TARGET / placement

```
when green flag clicked
go to x: (150) y: (0)
```

Answer guidance: first games

These answers support explanation. The adult should still observe the project running.

Movement foundations

Changing x from -20 to -10 moves right. A negative change in y moves down.

Game 1: Star Chaser

x controls horizontal position. Playing prevents movement after the goal has been reached. Select the intended Target in the touching menu and test the lock after success.

Game 2: Mango Tap

The check Playing = 1 prevents late clicks from changing Score. Resetting Score makes each new round start fairly. Three valid clicks add three points; random positions may vary.

Keep the tests honest

Check values and behaviour, not only the appearance. A picture of a finished game is not evidence that its controls and ending work.