



Barclays Code Playground

Water safety code activity

Digital Eagles



Water safety Code Playground

We're coding with water safety in mind. Creating a simple game where we'll spot the dangers at the beach.

We need you to use 'broadcast messages' and 'loops' to keep everyone safe.

Use our started project on Scratch with this [link](#).
Or on the Scratch homepage - scratch.mit.edu type Code Playground in the search bar at the top.
Look for the green dinosaur on any Code Playground project and click on the black wording Code_Playground.
In the shared projects section, click on the project 'Water safety Code Playground'.

When you have found the project, click the purple 'See inside' to start coding.



See inside

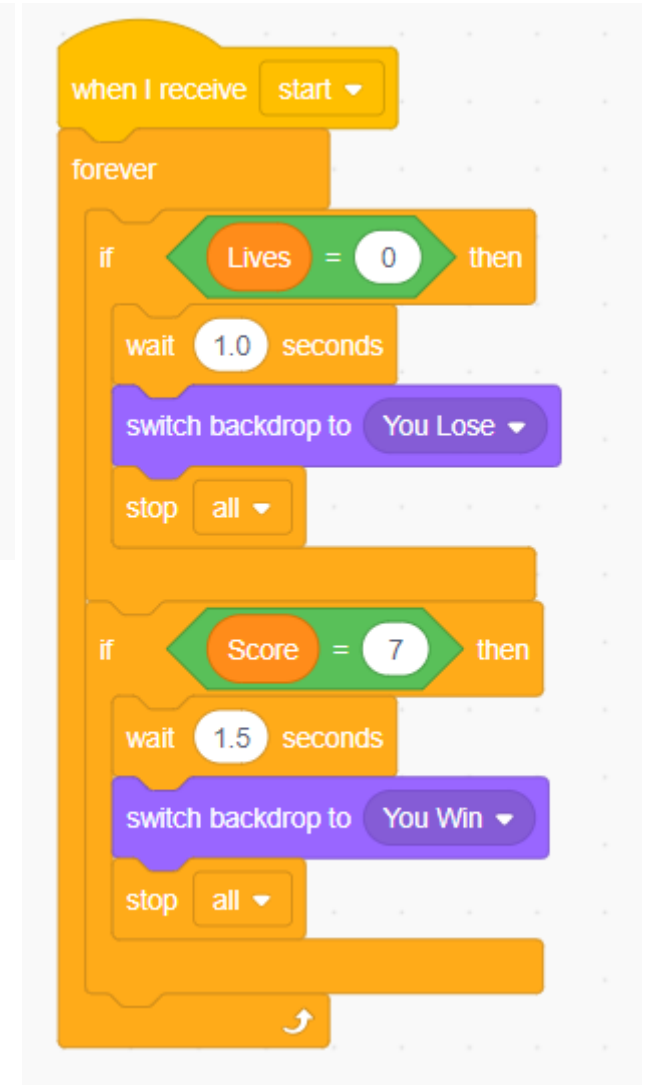
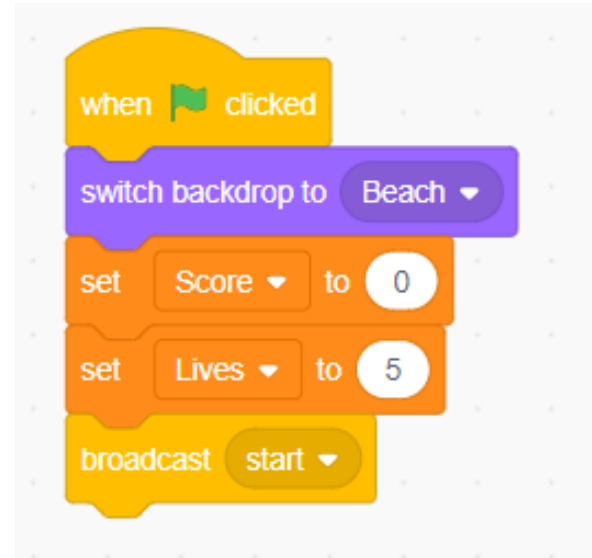
Step 1 – Setting up the game

We first need to set up the start of the game. Add the code you can see on the screen to the STAGE area.

We've created two variables named 'Lives' and 'Score'. Variables are like memory for your projects.

The 'Lives' variable will remember how many lives the player has, which will control if they lose the game.

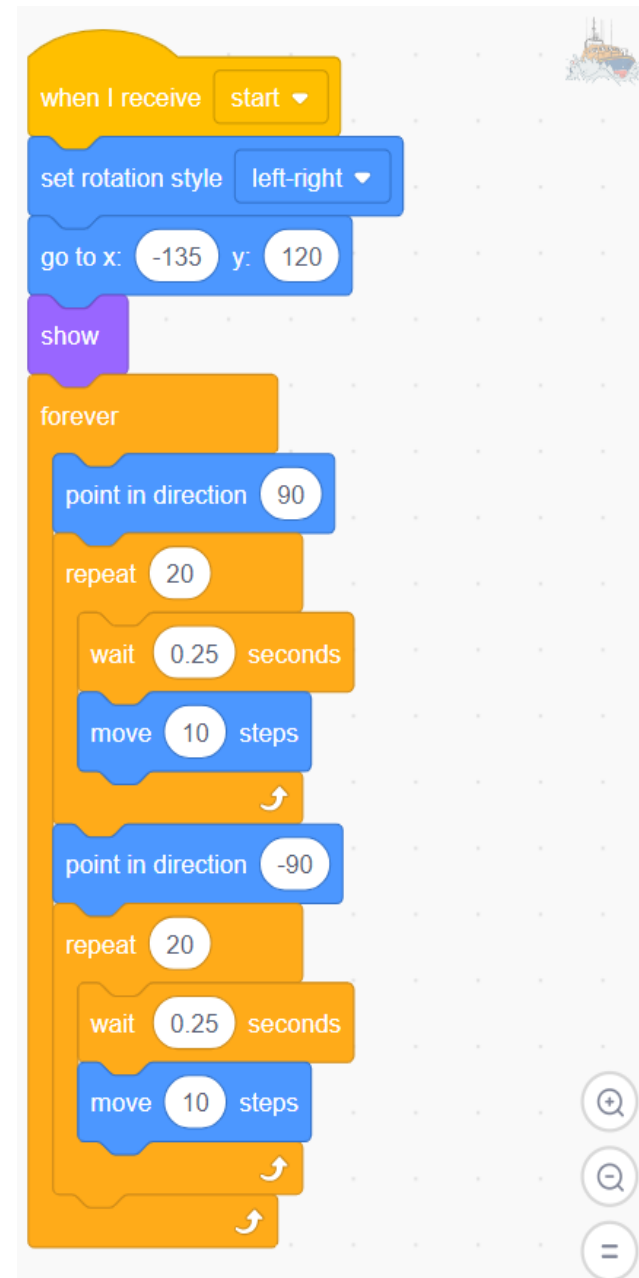
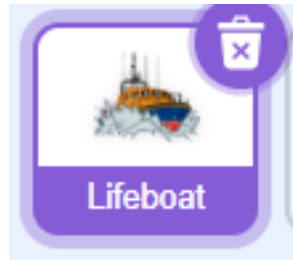
The 'Score' variable will remember the players score, which will control if they win the game.



Step 2 – Code the Lifeboat to move

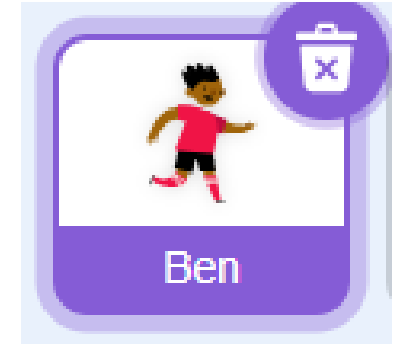
Now we can control how the lifeboat moves within the game.

Click on the Lifeboat in the sprite area and add this script. The lifeboat will receive the broadcast message from the game set up.

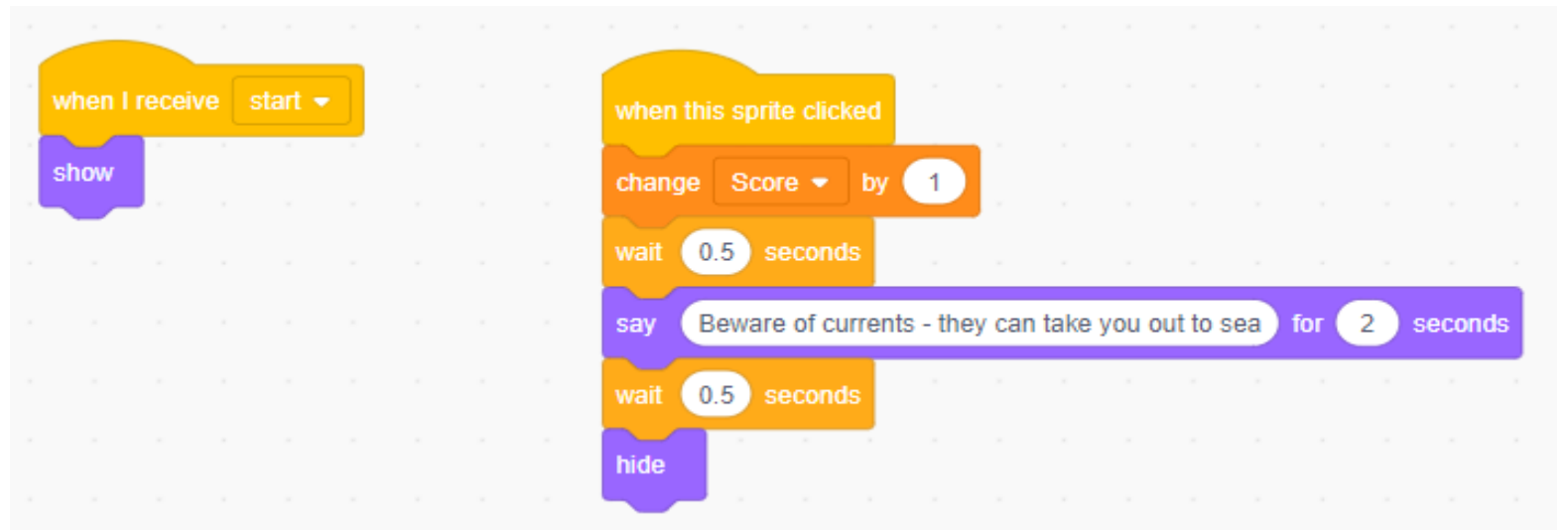


Step 3 – Let's spot the sprite in danger

In this project, when we click on the sprite in danger, we'll see information appear on our screen. These water safety messages are fundamental to saving lives.

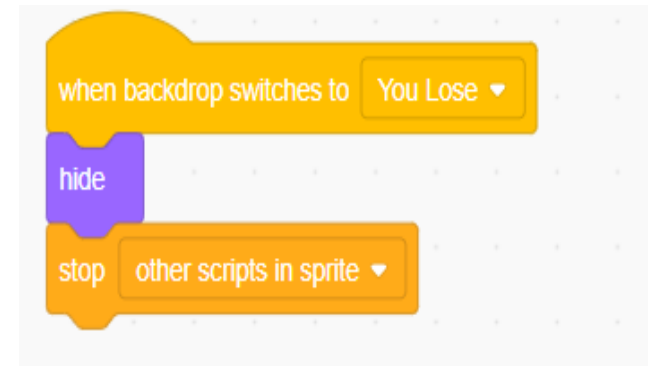
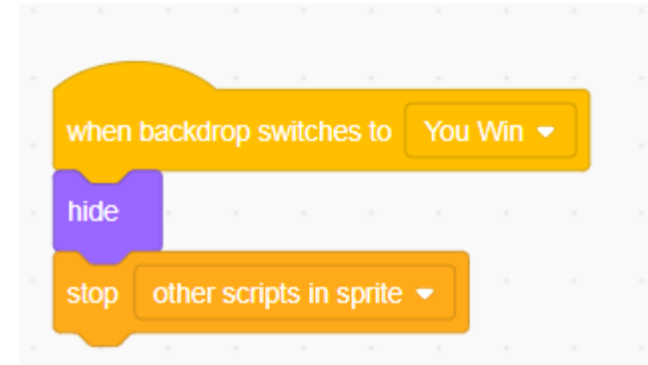


Add this code to our sprite named Ben.



Step 3(cont.) – Let's spot the sprite in danger

Let's add what happens to our sprite called Ben when we either win or lose the game.



Level ups

There's lots of different things you can add to this project to customise and improve it.

Here's some suggested features you can add or get creative and start building your own version of the game.

Happy coding everyone!

- Think about other dangers you could add to affect the game. Different level ups or freebies
- Could you add in some extra obstacles you would need to avoid throughout the game
- Can you add other levels to solve with different water safety messages
- How about a timer for your game?
- What other ideas can you think of to improve the game?

Notes