

STEMitUP: Instilling interest in STEM entrepreneurship to European students

ÁNGELA VARGAS ALBA
PROGRAMAMOS



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Activity 14: “Space Game”, program your own videogame

Objective	Help young people program their first videogame with Scratch.
Materials	3 videos (with increasing complexity). Computers. Either internet connection or Scratch offline.
Preparation	No preparation necessary.
Time	80 minutes.
Target group	Lower secondary education (students aged 12-15 years).
Theme	Coding.
Working method	Students watch the videos at their pace and start coding a replica of the videogame (30'). Students reflect on the type of game they have created and imagine modifications on such game to serve potential users with different interests and needs (10'). Finally, students can personalize the game or create a different, personal videogame based on these reflections and taking into account some entrepreneurial issues, such as market segments and target groups (40').

Activity 14: “Space Game”, program your own videogame

- ▶ Scratch web: <https://scratch.mit.edu/>
- ▶ How to make a Space Game with Scratch:
 - ▶ Basic level:
<https://www.youtube.com/watch?v=TAkWWWYxugY>
 - ▶ Advanced level:
<https://www.youtube.com/watch?v=iPA7UssfyJg>
 - ▶ Improvement level:
<https://www.youtube.com/watch?v=7ipAjoXWqE8>

