







## ATL Game Development Platform





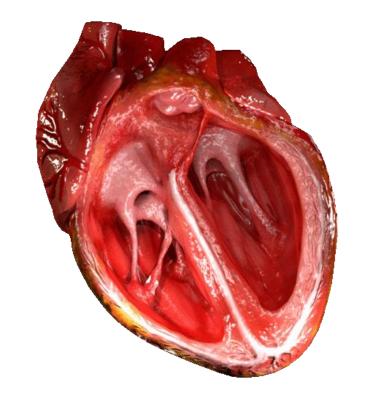






## Introduction to Game Based STEM Resource







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### Agenda of the day

01

Introduction to Game Based Resources (Animations/Games/Activities)



02

Various ICT tools to Create Game Based Resources



03

Introduction to Scratch(Installing Software and Registration Process on Scratch

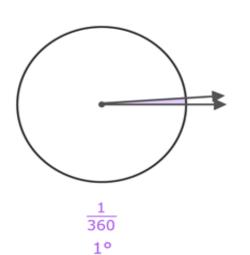


04

Demonstration of Sample STEM Scratch Projects

















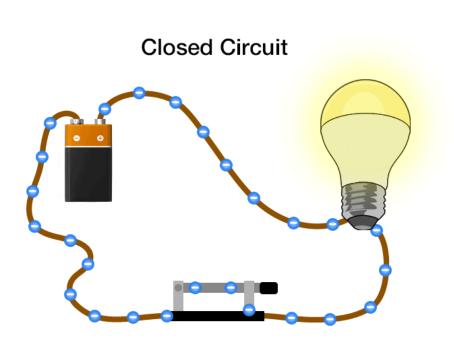


#### Game Based Resources

Game-based resources are game plays, fun animations, quizzes and projects with specific learning objectives. The game-based resource learning is designed to balance subject matter with gameplay/animations/projects, and the students' ability to retain and apply the subject

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**Game Play: Virtual Circuit Connection and Simulation** 



Animation: Flow of Current in a simple Circuit

## Game Based Learning Features

- Provide context and real world value of skill and content
- Encourage deeper learning, integration of knowledge base and skill sets
- Seamless accountability, feedback, intrinsic and extrinsic motivators
- Combine audio, graphics and movement into an interactive and immersive environment









#### What are Animations?



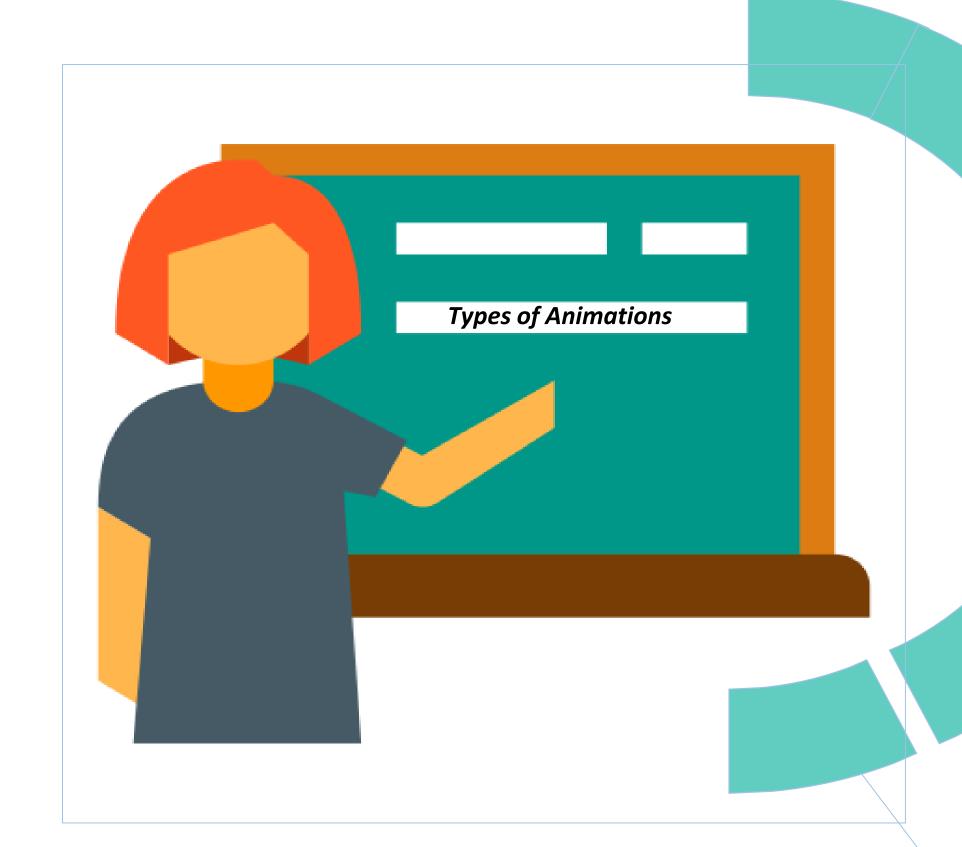




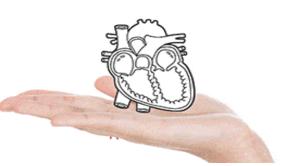




## Types of Animations



Whiteboard animations



Motion graphics



Hand-drawn

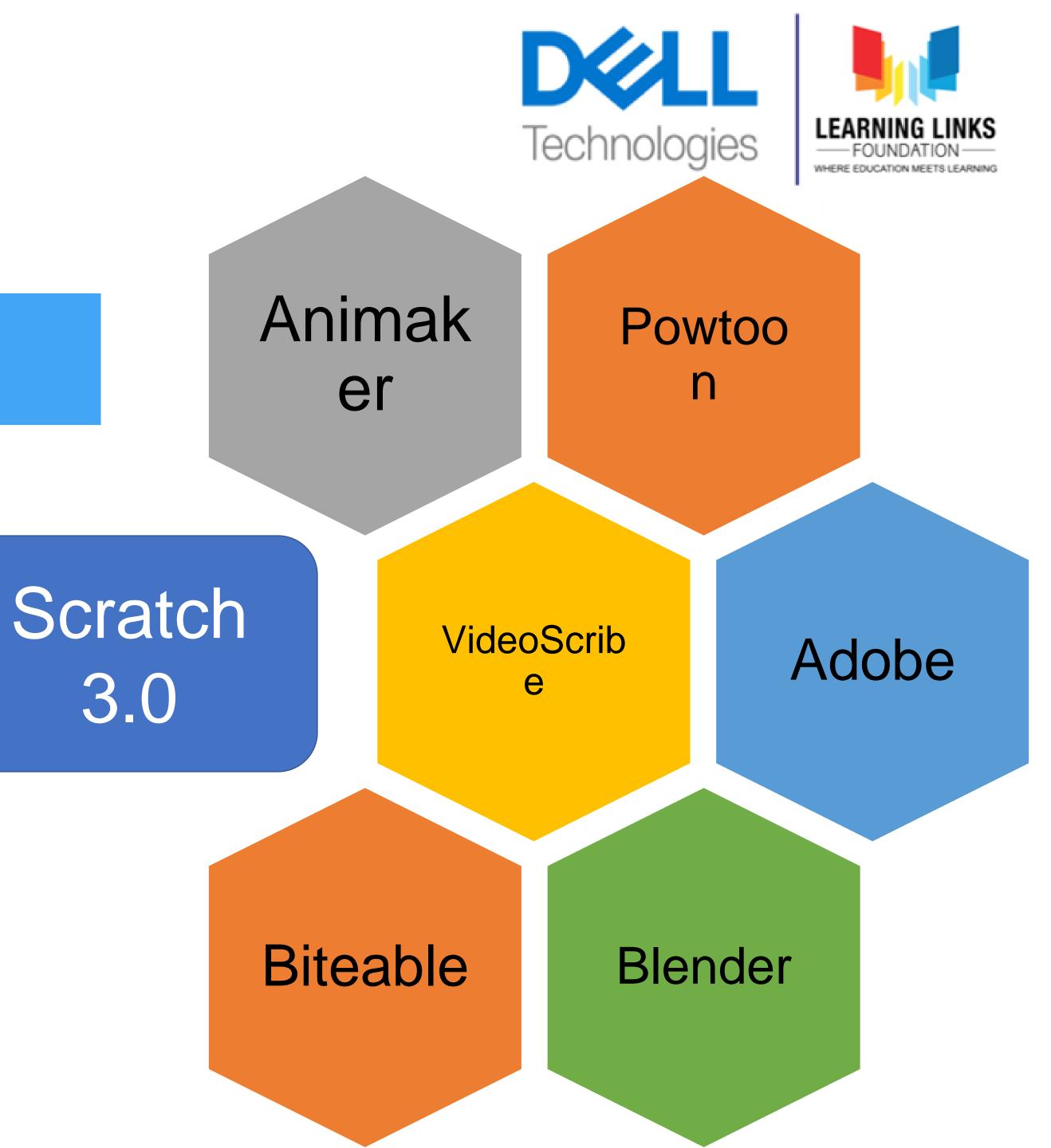


Stop-motion





#### Various ICT Tools



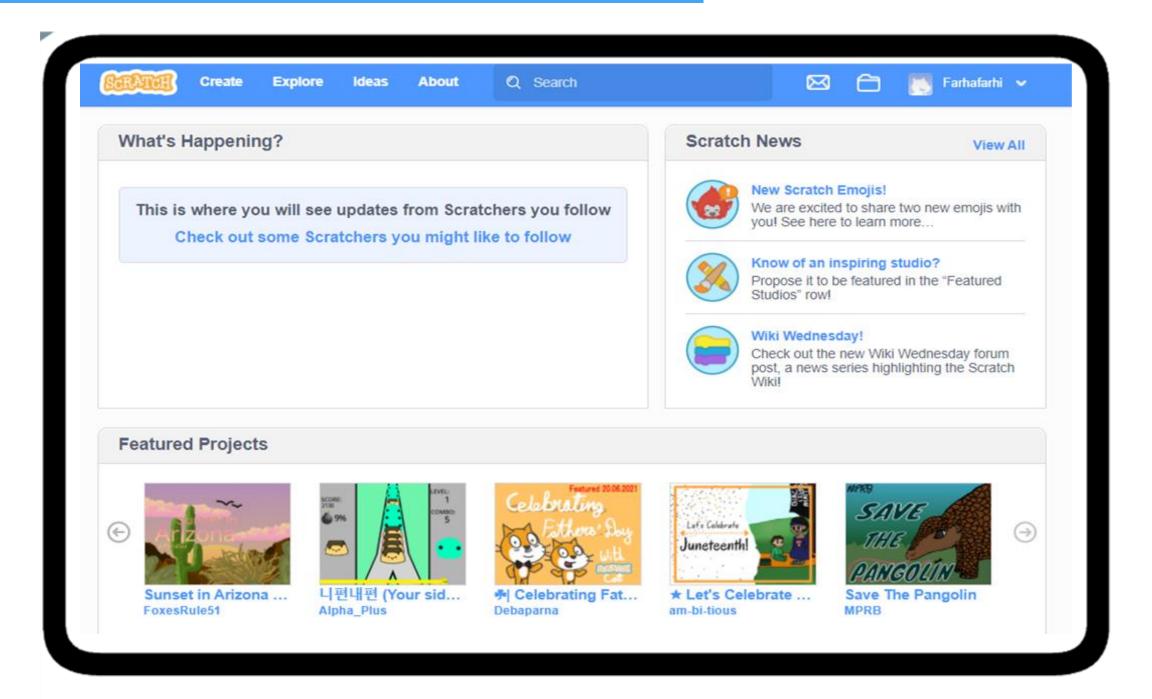


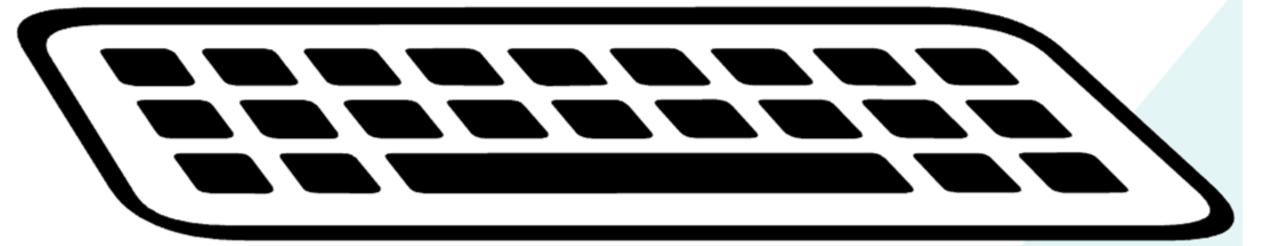






#### Scratch 3.0





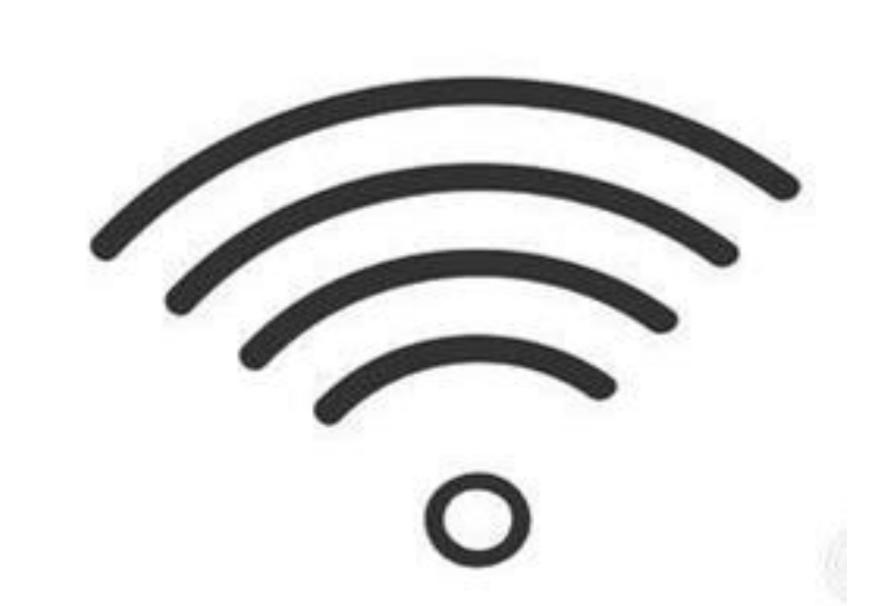








#### Scratch Versions







Offline Versions









# Downloading Scratch onto your computer



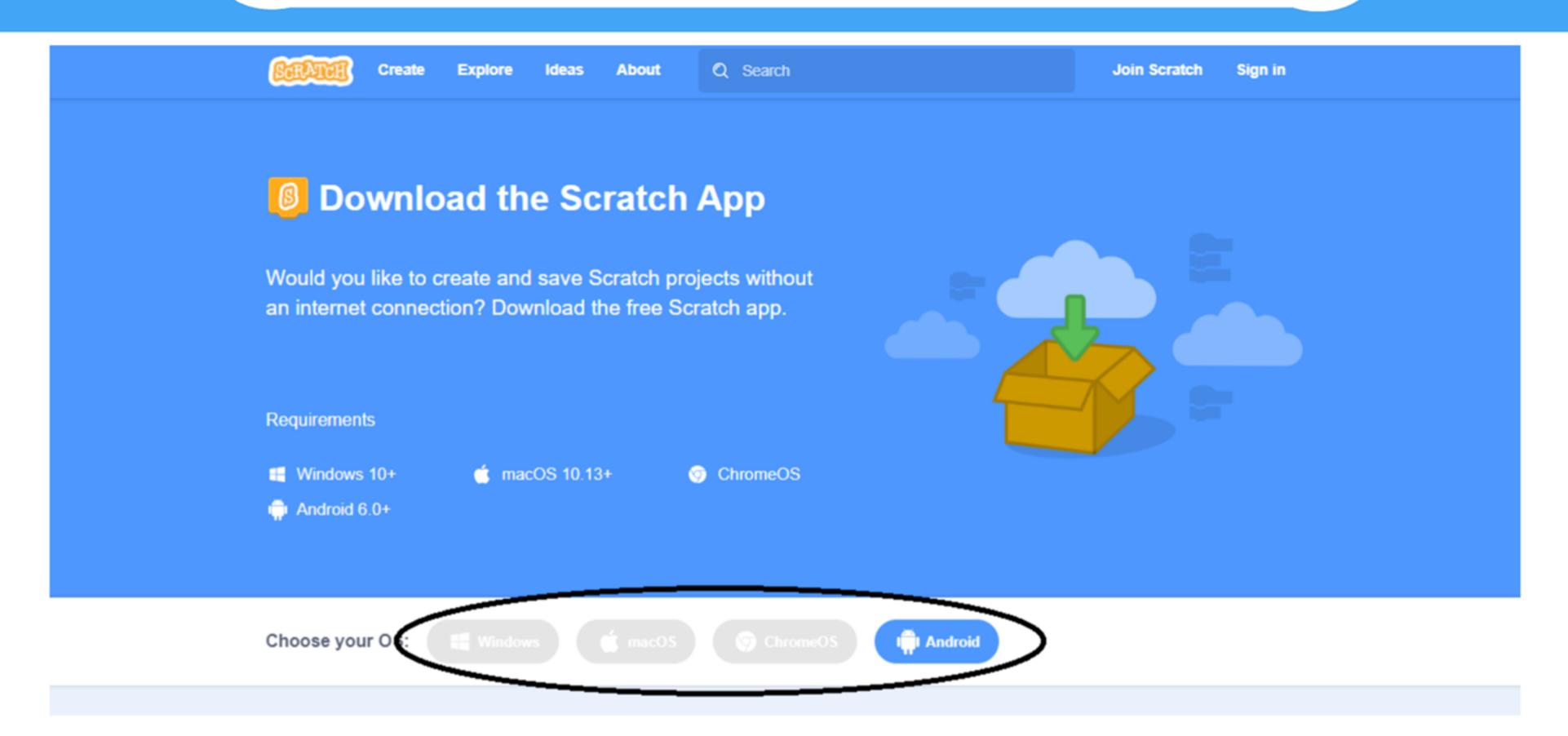






#### To download Scratch, Visit

www.scratch.mit.edu/download



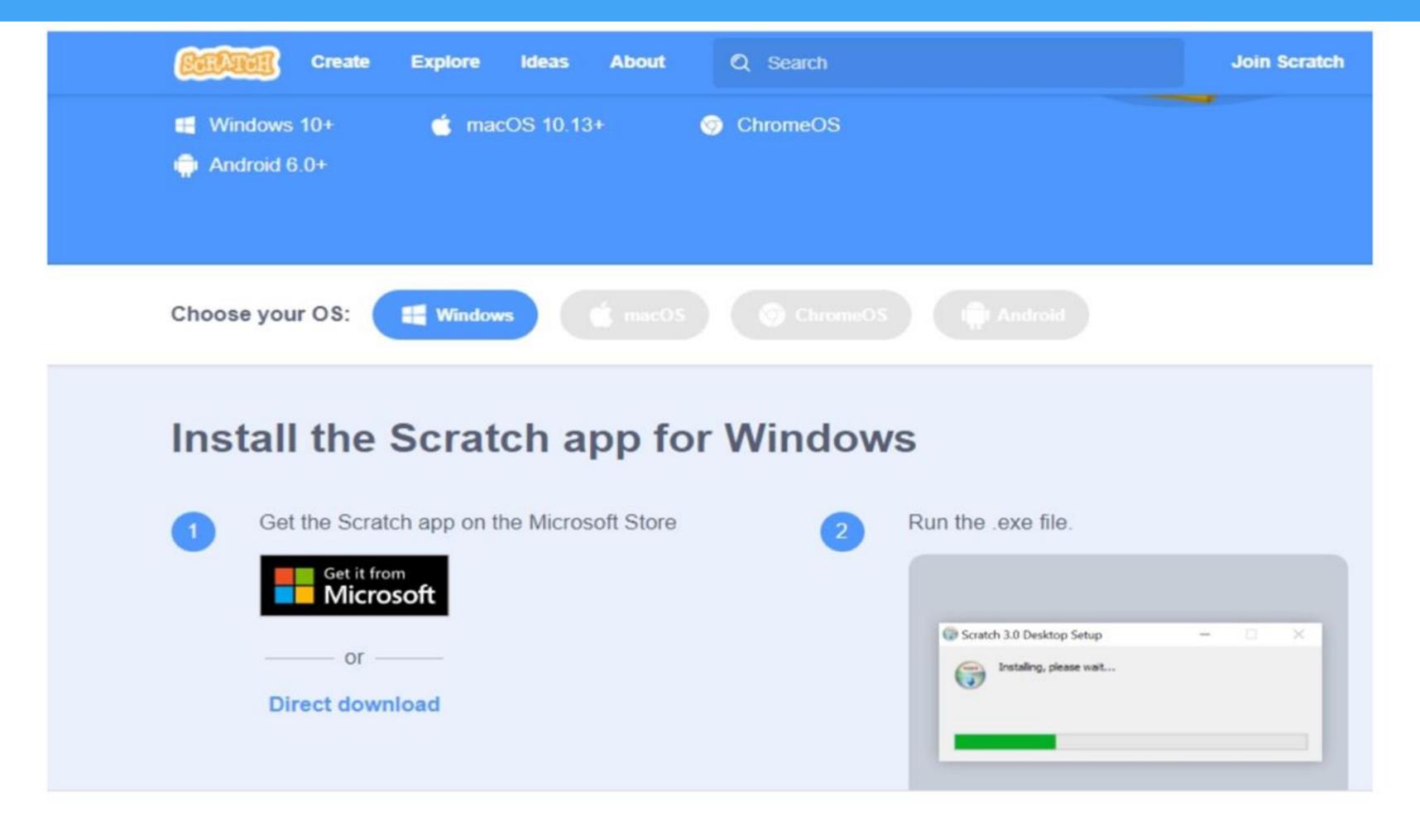








#### Follow the on Screen instructions



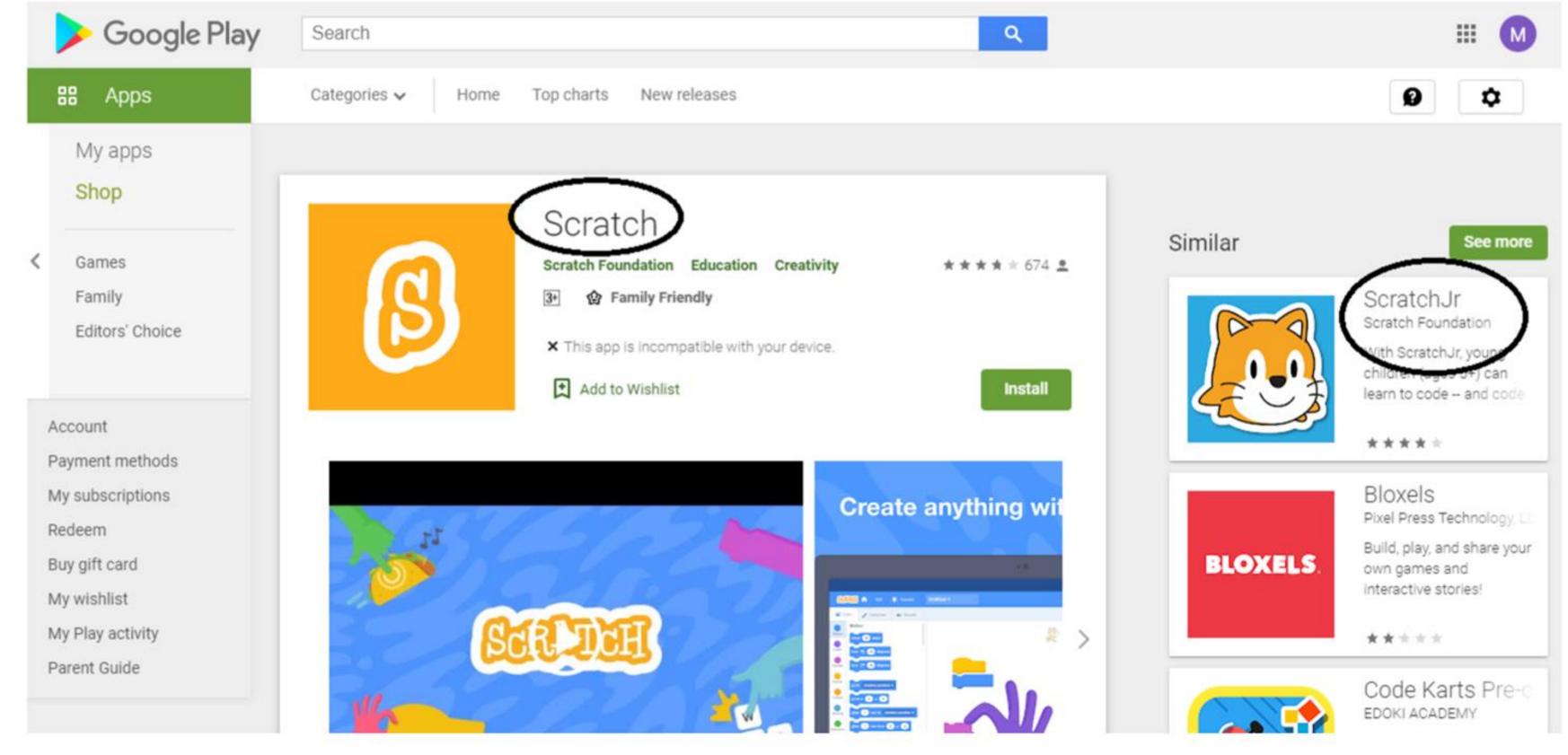








## Download Scratch or Scratch Junior application for mobile devices











## Creating Account on Scratch Online Software

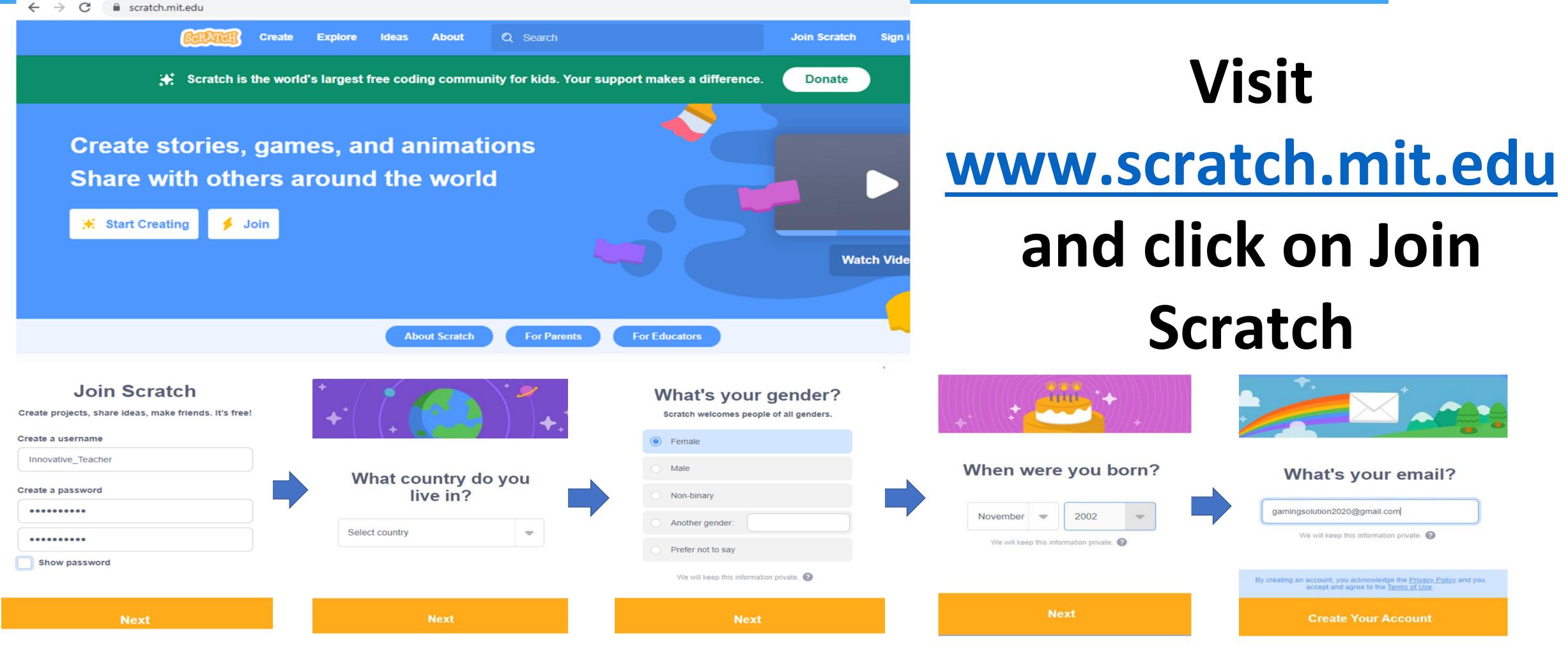








## Creating a scratch Account











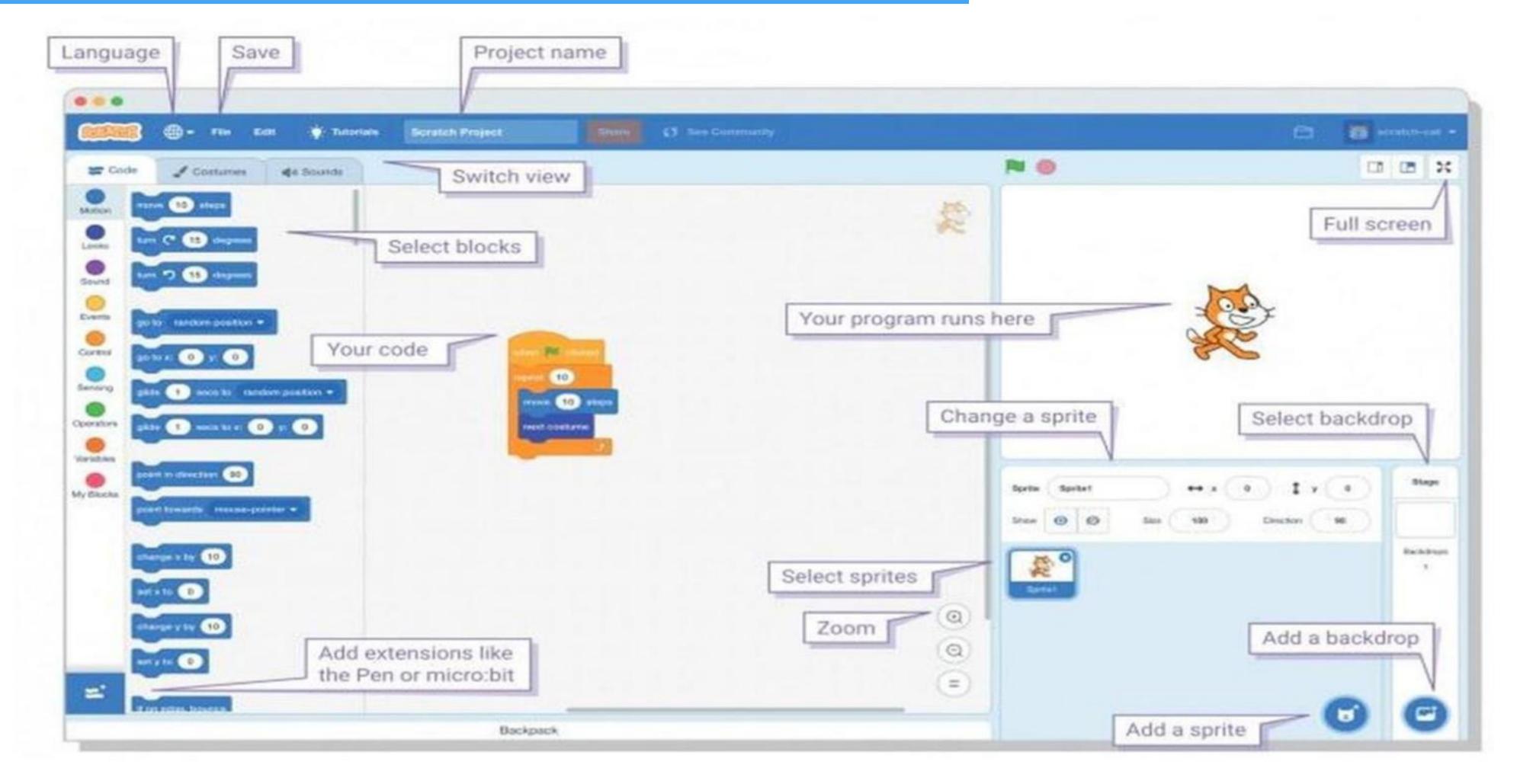
# Getting Familiar with Scratch Layout













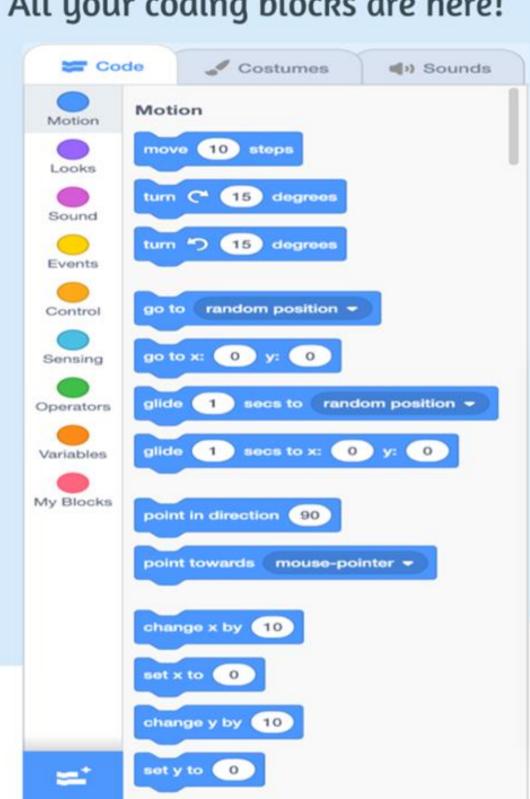






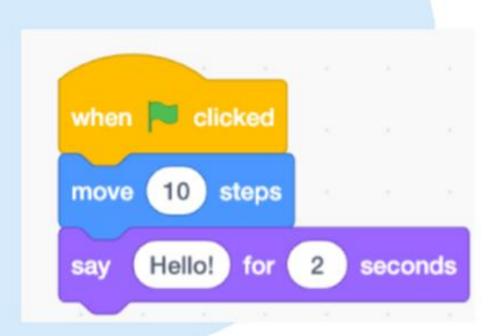
#### **Block Palette**

All your coding blocks are here!



#### Scripts Area

The scripts area is where our code is dragged to and assembled.



#### Stage Area

The stage our code comes to life!







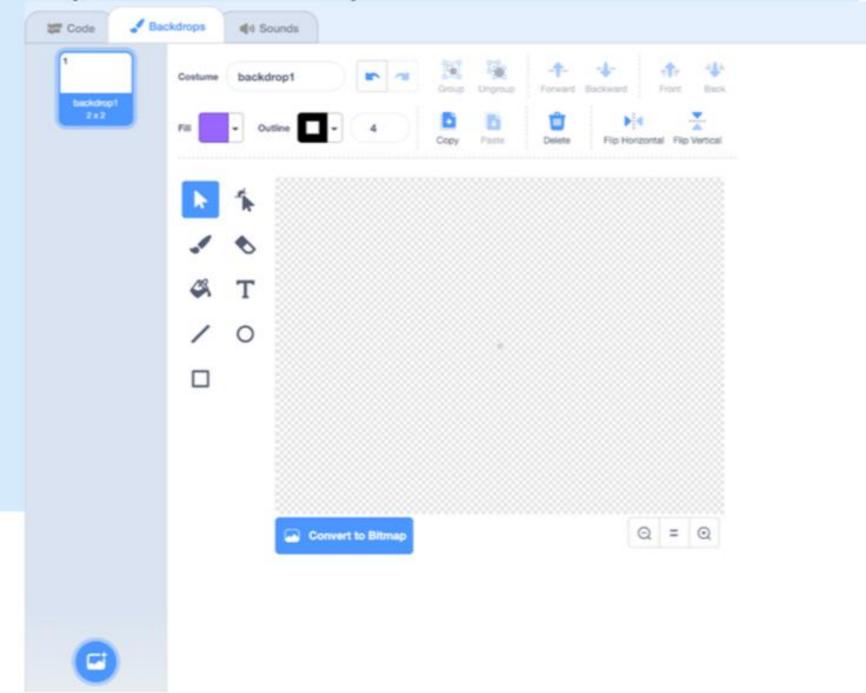


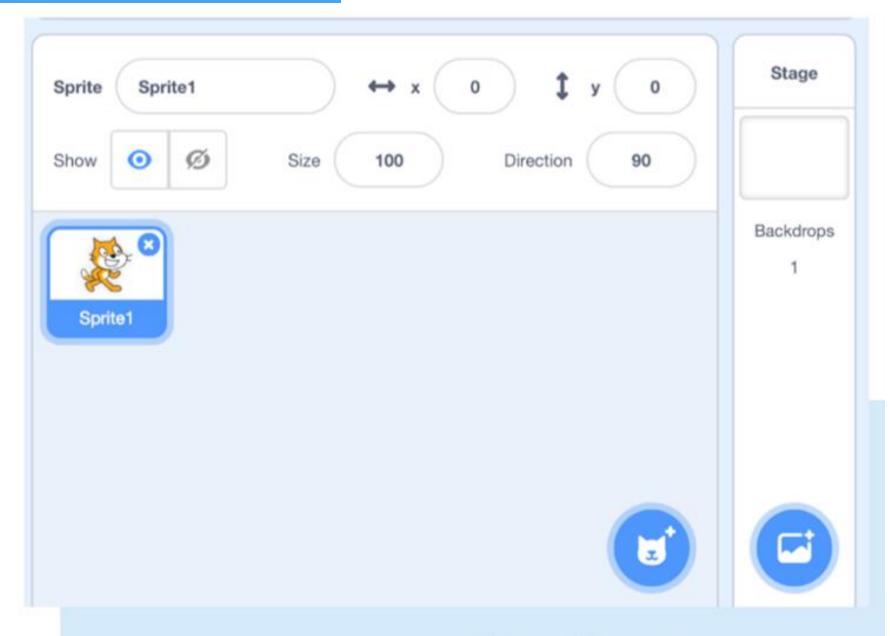


#### Costume & Backdrop Panes

It can be accessed by clicking the middle tab in between the "code" tab and the "sounds" tab.

This is where we can create and manipulate sprites and backdrops.





#### Sprite info pane

This is where we can find info about our sprites as well as manipulate them.

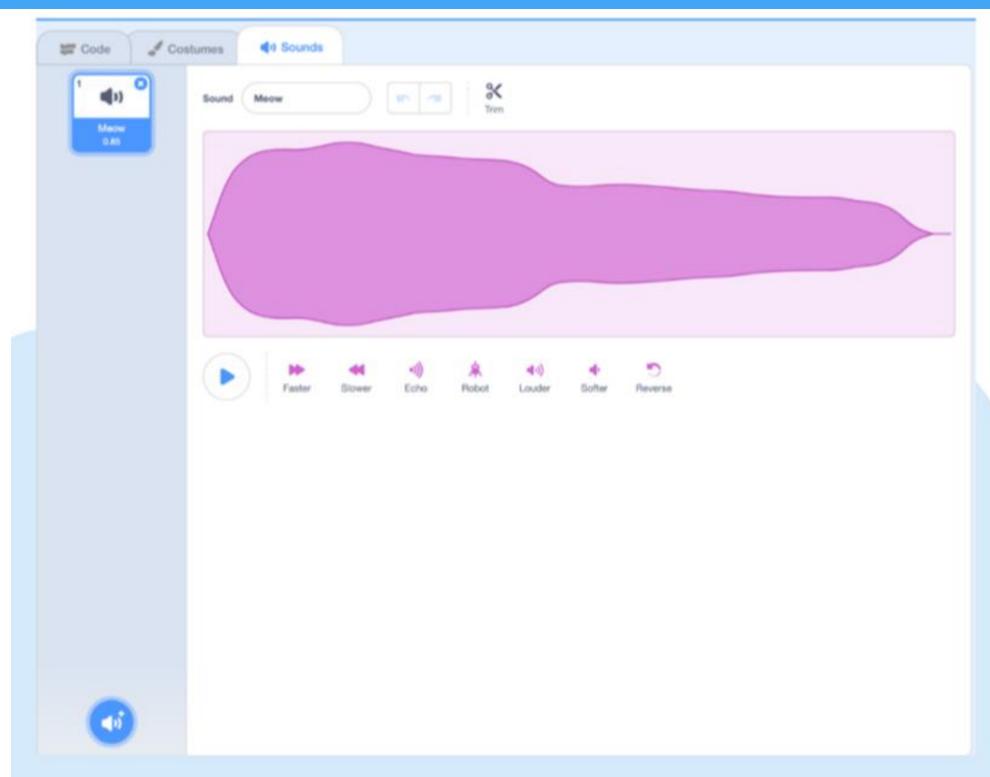
Access this pane by clicking on the thumbnail of the desired sprite. You can also delete and create new sprites.











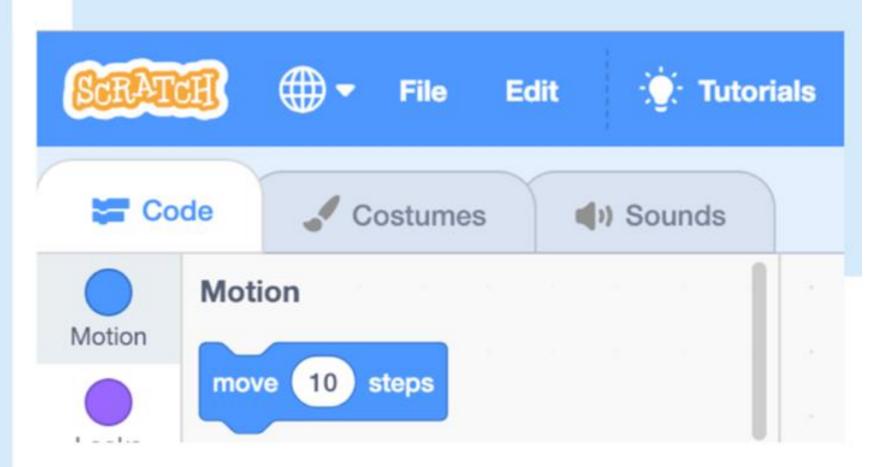
#### Sounds Pane

The last tab in the top left area of the interface allows us to crate and manipulate sounds.

#### **Toolbar and Tutorials**

The toolbar on the top of the screen allows us to load/ save projects and undo/redo actions.

You can find tutorials about Scratch by clicking the "tutorials" button.





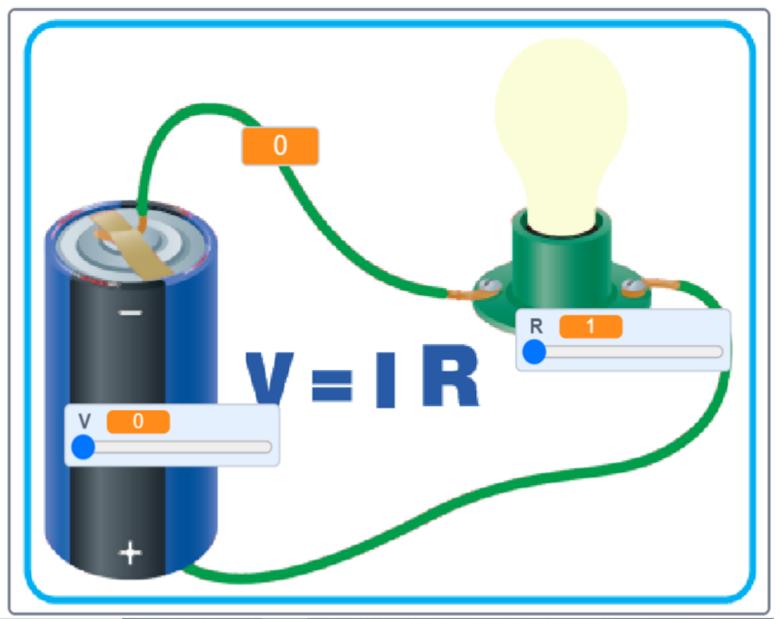






### Sample Scratch





https://scratch.mit.edu/projects/492459233/

https://scratch.mit.edu/projects/427202221/









## Assignment of the Day

- Register on Scratch Platform
- Download and install Scratch
   IDE



















#### Thank You!

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