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5ST
GRADE

3.0



SCRATCH PACK

CODING PROJECTS



Creative Coding Book for Kids



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NEW SCRATCH - GRADE 5

Lesson 01 Introduction to Scratch

Lesson 02 Board Games

Lesson 03 Paint Trails

Lesson 04 Tricky Cups

Lesson 05 Where's Waldo

Lesson 06 Apples Basket

Lesson 07 Snake Game

Lesson 08 Motion Pixels

Lesson 09 Hangman

Lesson 10 Rolling Background

Lesson 11 Gravity Pull

Lesson 12 Switching Platforms

Lesson 13 3D Simulation

Lesson 14 Make an Advertisement (Open Project)

Lesson 15 Music Application (Open Project)

BOARD GAMES

CHALLENGE
YOURSELF!



Modify your program to
continue the board games rules

Hint: figure out how to
continue your
programming to check
if the player lands on a
ladder block it will
move up it to the top of
ladder block or if it
lands on a snake tail
end block it will move
down to the head block

