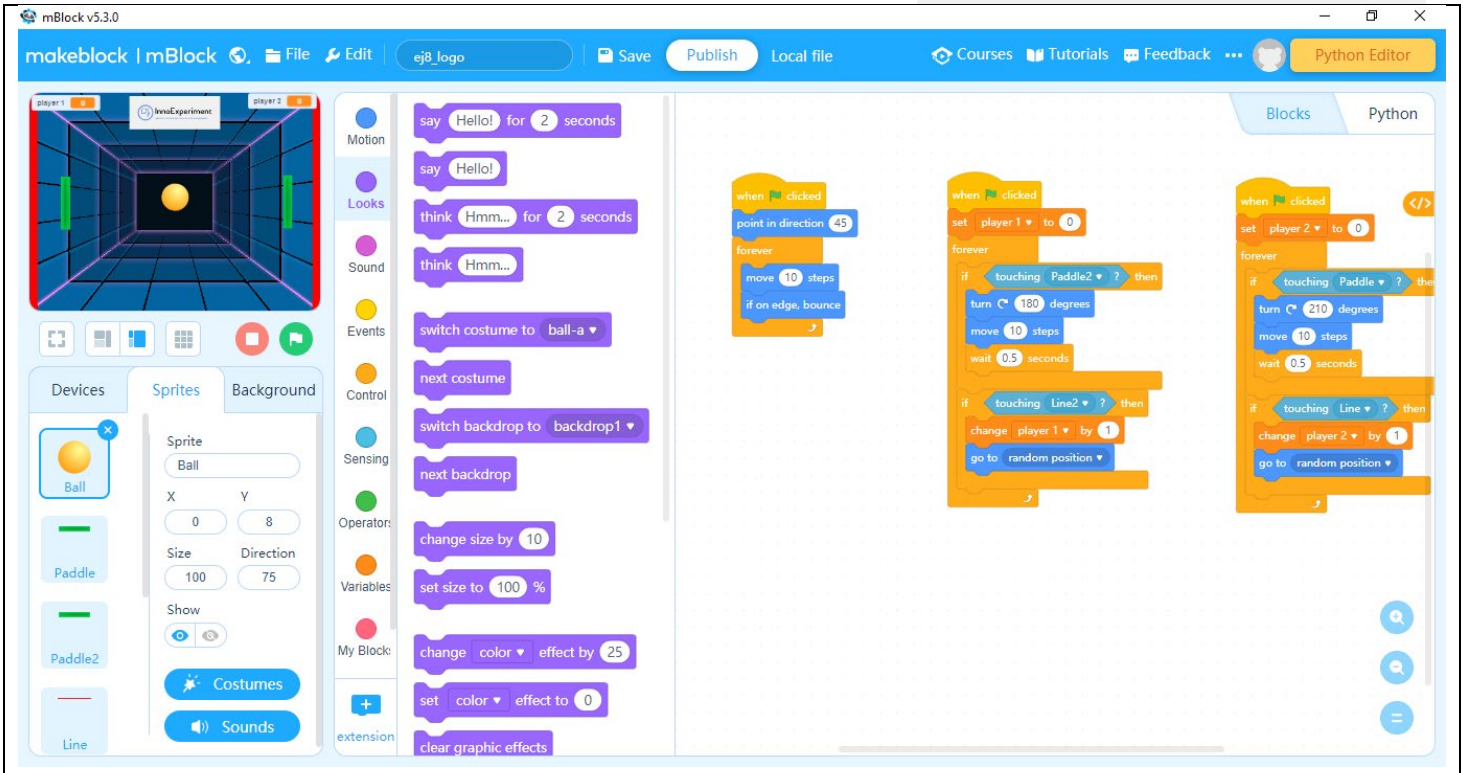
SCENARIO	
Title	ANGLE REFRACTION
Summary	During this exercise, the student will learn to create a character selector, score points, music controller and create enemies.
Author/s	AIJU

DIDACTIC OBJECTIVES
- Teach basics of coding by block - Learning about local multiplayer and physics of a ball and platforms.
Music ☐ Mathematics ☐ Information Technology ☐ Robotics ☐ Programming **X**
Education Level: 10-12 years ☐ 12-14 years **X**

PROBLEM STATEMENT
Begin to teach programming to students through simple block language and image assignment. In a simple way, students begin to understand concepts such as variables, assignments, conditionals.

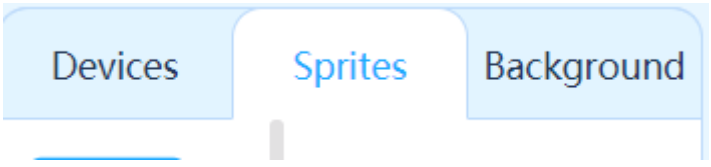
BOM (Bill Of Materials needed)
- SCRATCH software - Assets from SCRATCH software



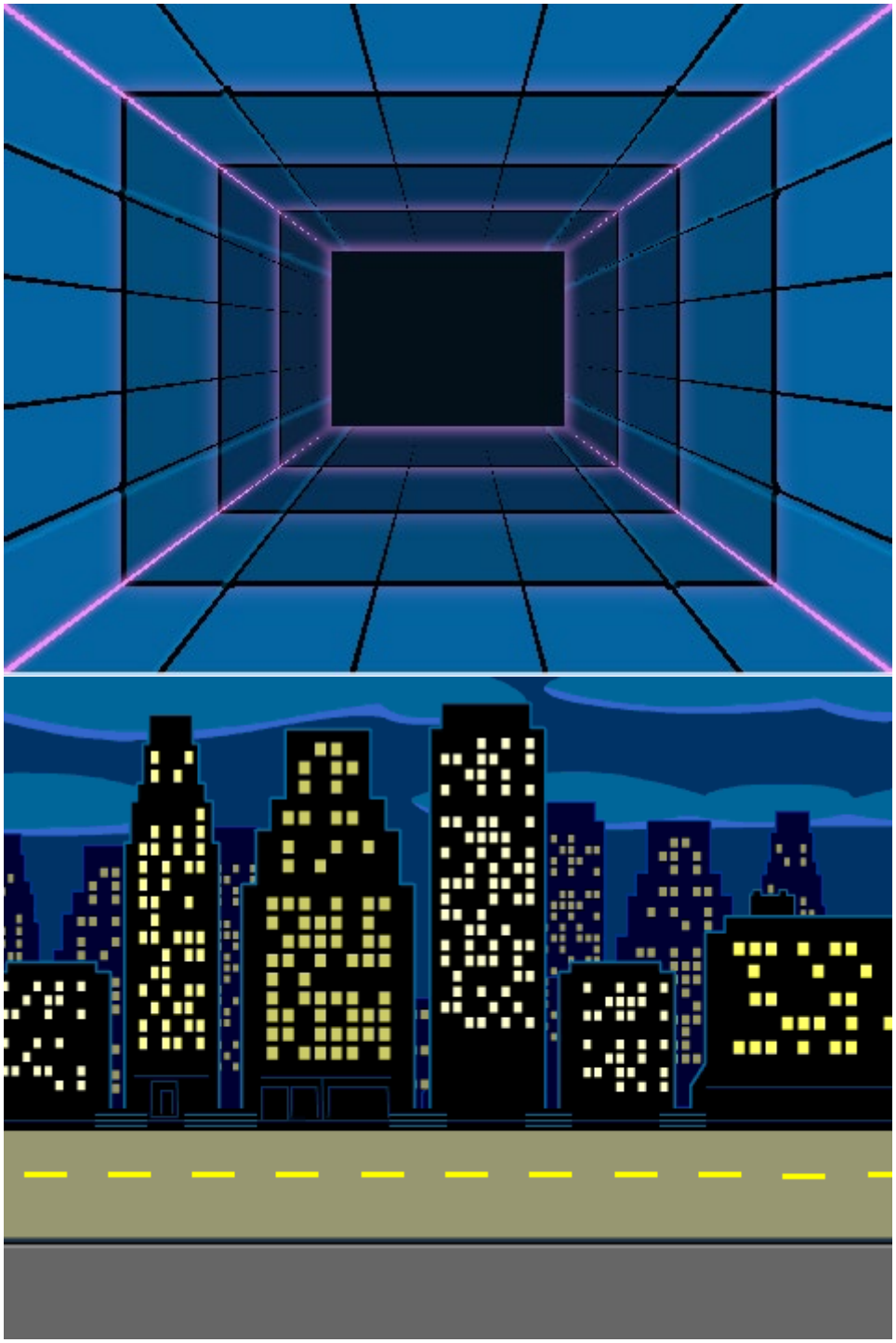
ACTIVITY DESCRIPTION

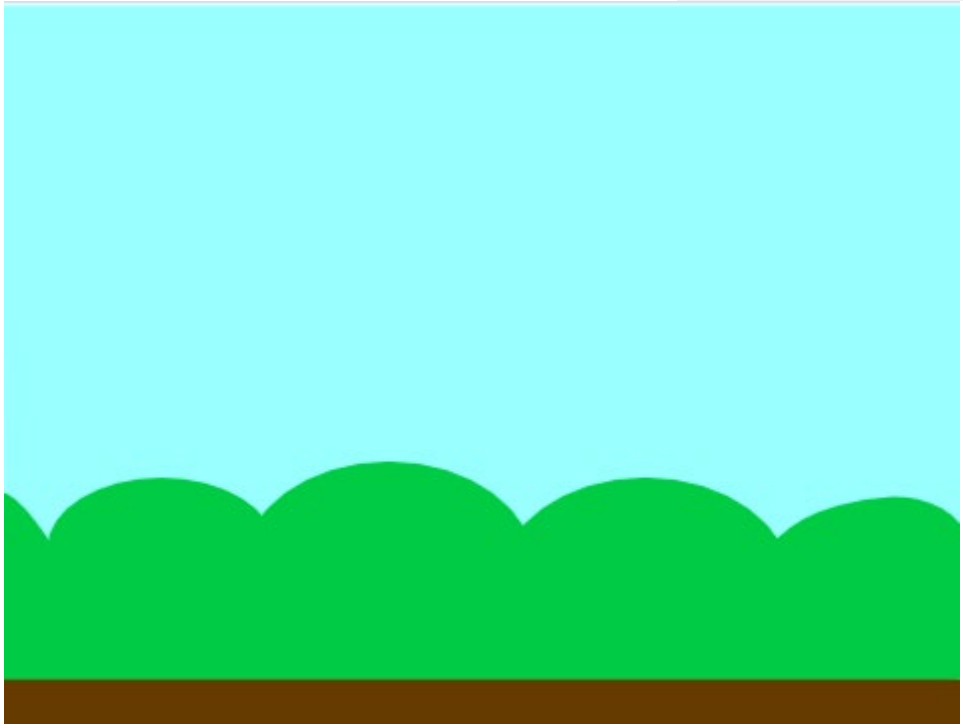
The objective of the activity is to develop a Pong type game for two players.

First, we need to create scene, go for Sprites and find assets:

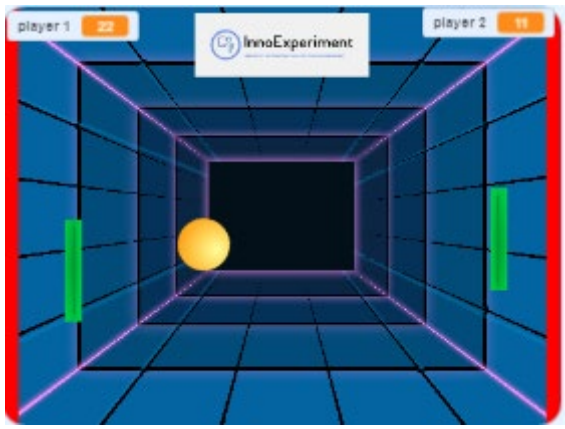


And background:



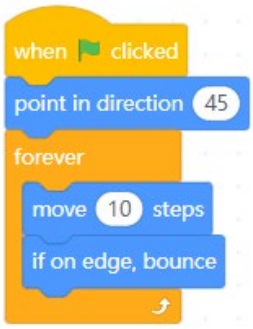


Create visual scene:

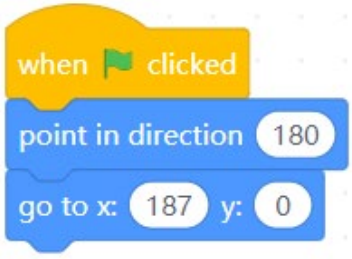


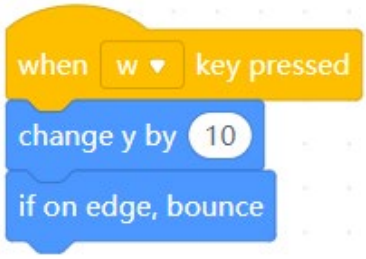
Add coding for each assets:

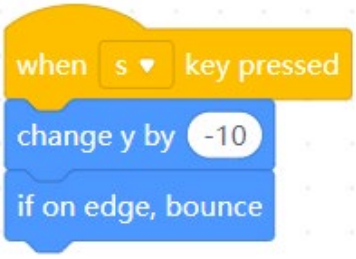
Ball



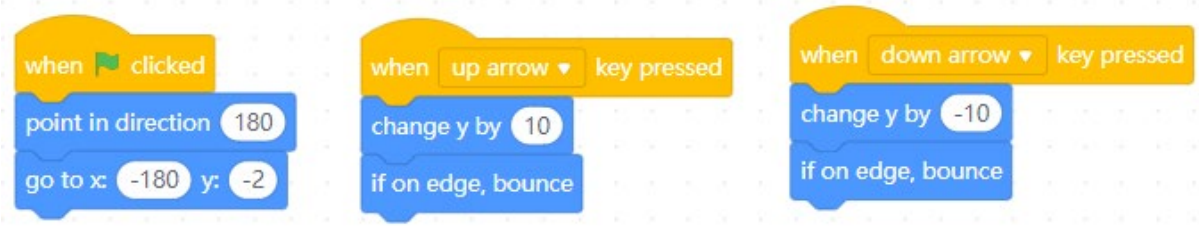
Paddle



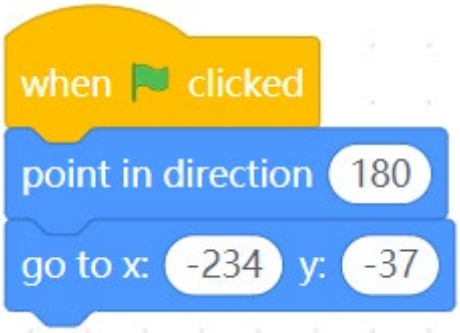




Paddle2



Line



Line2

STUDENTS' EVALUATION
The way to evaluate the students would be for them to demonstrate on paper how they have developed the exercise and to use the program / game to check the solutions.
SCALABILITY
Regarding the concept of scalability, the complexity could be increased by adding different types of balls: one that goes faster, another that goes slower, etc.