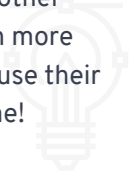


SURVIVAL CHALLENGE

OVERVIEW

Learn to make your own Scratch game by remixing an existing game!

Scratch gives you the opportunity to make games through coding. Playing the games that other people have made is a great way to learn more about coding and game design. You can use their code and remix it to make your own game!



MATERIALS

- Scratch online <https://scratch.mit.edu/>
- Scratch offline editor to download <https://scratch.mit.edu/download>
- Studio for example games to remix <https://scratch.mit.edu/studios/26200337/>
- Studio to upload kids remixes <https://scratch.mit.edu/studios/26308499/projects/>
- Scratch Owl Survival Challenge game to download https://pinnguaq.com/app/uploads/2020/04/Owl-Survival-Challenge-for-Pan-April-28-.sb3_.zip



STEP-BY-STEP INSTRUCTIONS

Below you'll find the steps to remix a game by changing the scene

- Download the **Owl Survival Challenge** game
- Download Scratch offline or go to Scratch online (<https://scratch.mit.edu/>)
- **File > Load from your computer > Open** to open the game you just downloaded
- **Play the game.** Start the hare running by pressing the spacebar. The owl will follow your mouse. Touch as many snowflakes as you can but don't lose energy. The owl needs to eat the hare to keep up its energy
- Add in the new **sprites** and any **backgrounds** you are going to switch to for your new game
- Copy the code from each sprite in the original game and paste it to each of the new sprites you have added for your new game
- Double check to see that all code pieces have been copied over to the new sprites
- Go through the code for each new sprite and adjust any **variables** or **commands** to make the game work with your new sprites
- **Test your game!**
- Make any adjustments and additional changes necessary and test your game again
- Share your game with us for other people to play and remix! Upload it to our Pinnguaq Remix studio <https://scratch.mit.edu/studios/26308499/projects/> or take a picture or video of your new game. We can't wait to see what you create!

