**WORKSTATION 3: SCRATCH**



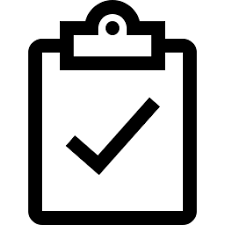
**LEARNING OUTCOMES:**

**ST3-L5LW-T explains how food and fibre are produced sustainably in managed environments for health and nutrition**

**ST3-7MW-T explains how the properties of materials determines their use for a range of purposes**

**ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity**

**ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions**

**Task: Workstation 3**

**For this task you will be creating a game that teaches how food and fibre can be produced sustainably**

1. **Open SCRATCH 3.0 via a web-browser on a computer or an iPad (**[**https://scratch.mit.edu**](https://scratch.mit.edu)**).**
2. **Click on the CREATE tab, and if you have never looked at Scratch before look at the Getting Started tutorial.**
3. **Examine some of the games tutorials (e.g. Make a Chase Game, and Make a Clicker Game)**
4. **Decide on which aspect of food and fibre production that your game will focus on, and then decide on the characters, objects and setting for your game**
5. **Animate (program) your game**
6. **Test it and share it to the Scratch Community**

