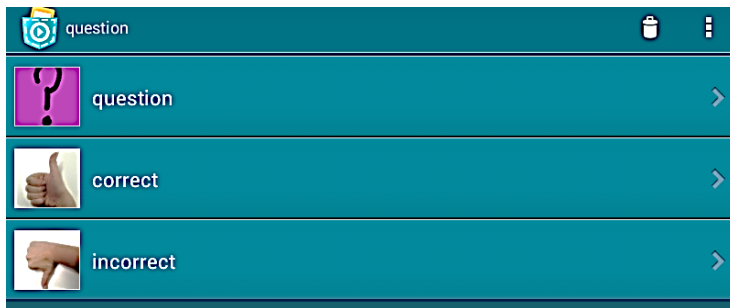
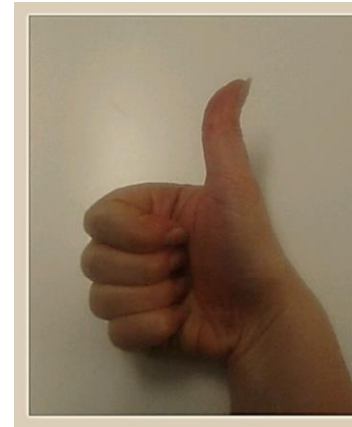


## MAKE A GAME

### Making an interactive coding Taster game: *Correct or Incorrect*

This activity is downloadable from [www.pocketcode.org](http://www.pocketcode.org) – by tapping *explore* on the main menu and searching for **Correct or incorrect**. However, you can create it yourself! Simply create an object, choose *draw image* and draw a question mark.



1. In the objects 'Looks' category, tap '+' and add two photos (you can use thumbs up and down, or any other looks to fit your objectives).

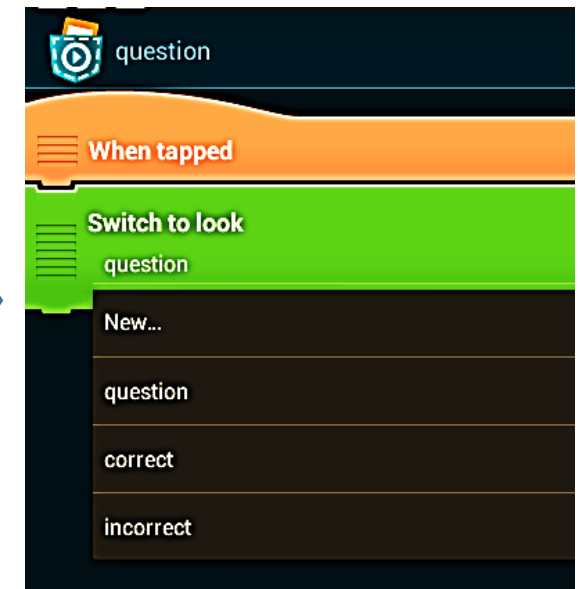
2. Insert the following bricks into the objects script so that when you tap the screen it will change the look to your answer:

**Control = When tapped**

**Looks = Switch to look \_\_\_\_**  
(first look of the object)

Tap on the value and you will have a drop down menu of all your *Looks*.

Choose your answer – then show the rest of the class!



## MAKE A GAME

### Making an interactive coding Taster game: *Correct or Incorrect:* Using **BROADCAST**

This is an extension of the Correct or Incorrect starter game. This time we are introducing **Broadcasting** to extend our coding understanding. You may keep all the looks from the previous version. To begin, create two objects in Pocket Paint; a tick, and a cross.



correct or incorrect

BACKGROUND

Background

OBJECTS

question

correct

incorrect

Insert the following bricks into the Question script so that when you tap the screen it will broadcast your answer:

**Control = When tapped**  
**Looks = Hide**

**Control = Broadcast**  
Tap on the value and you can add correct and incorrect.  
Choose your answer – then show the rest of the class!

question

When tapped

Hide

Broadcast

correct

New...

incorrect

correct

**OBJECT = Correct**  
**Control = When Program started**  
**Looks = Hide**

**Control = When I Receive**  
**CORRECT**  
**Looks = Show**

correct

When program started

Hide

When I receive correct

Show

**OBJECT = Incorrect**  
**Control = When Program started**  
**Looks = Hide**

**Control = When I Receive**  
**INCORRECT**  
**Looks = Show**

incorrect

When program started

Hide

When I receive incorrect

Show