



**Prize Winner**

**Programming, Apps &  
Robotics  
Year 7-8**

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# Accurate Science Game report

The idea and purpose of the video game is to inform children of famous scientists and what they did/discovered by infusing knowledge with things that children find enjoyable and/or motivating, we mainly utilize video games and competitiveness. Our target audience is 8-13 year olds, so when we say “children/kids” we are referring to this age group, the idea is that a scientist would explain scientific theories and give details on discoveries and inventions and then the student would be quizzed on said theories, inventions and discoveries.

A British media company named Routledge that provides academic books in many groups including behavioral science stated that, “the growing acceptance of digital games as mainstream entertainment has raised the question of how to take advantage of the promise of digital games for educational purposes. Reports on youth’s consumption of digital games are compelling, with studies such as the Pew Internet & American Life Project indicating 99% of boys and 94% of girls playing digital games. Incorporating games into learning can help increase student participation”, this shows that video games are undoubtedly mainstream and that many children enjoy playing them. Not only that, but studies could also improve attention for students with Dyslexia and ADHD.

The programming is done in block coding in scratch, The Player sprite is programmed to when pressed up,down,left or right arrows to change the x or y of the sprite by either 50, -50 or 10,-10. When pressing p the text sprite changes the background using the: When p key is pressed, and changes background commands.And you move the player into the door, when the game has loaded to go into the spaceship/spaceship map using: If touching player sprite then switch to open door costume for 3 seconds then change to a waiting screen for 4 seconds then switching to the spaceship map. The bot is programmed to inform and explain the player of famous scientific discoveries and inventions.

**Bibliography:** Routledge, Edutopia, the Stanford Graduate school of Education, Google, Wikipedia, Encyclopedia, Britannica.