



Highly Commended

Programming, Apps & Robotics Year 5-6

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Anatomy game

Aim:

The aim of our game is to put the body parts into the right place in the body.

Scientific purpose:

To learn about the human anatomy and where each body part goes.

Potential applications:

This game can be used to support children learn about the human anatomy or with further development it could help university students learn more about the human body with the inclusion of more body parts.

Device needed:

any electronic device that has a search engine and a processor that is at least 1.6 GHz.

Acknowledgement of help:

First, we would like to thank Jayne Brown for helping to support us with our game and helping us to get it done on time. Jayne is a teacher at saint Augustine's parish school and is the science and maths educator.

Second of all, we would like thank scratch for making the programme that we used and making it easier to code our game and get the programming done.

Bibliography:

We would also like to thank the following websites for the images we used.

<https://www.vectorstock.com/royalty-free-vector/hand-with-finger-up-cartoon-isolated-vector-25630925>

<https://stock.adobe.com/search/images?k=brain+cartoon>

<https://pngtree.com/free-png-vectors/cartoon-lung>

<https://pngtree.com/so/cartoon-foot>

<https://www.pinterest.com.au/pin/97882991890558260/>

How to access:

Scan the QR code to the left to get onto the page for our game.

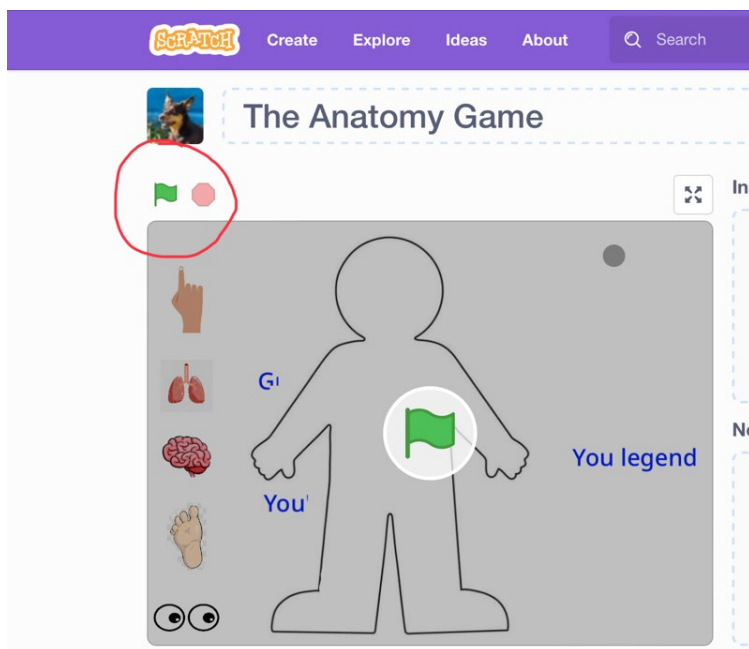
Or click on this link to get to our game called the Anatomy game.

<https://scratch.mit.edu/projects/976571839/>



How to play

When you get into our game press the green flag in the top left just above the screen and instructions will be presented when clicked.



A hard Copy of the program

On slides 4-9 and screenshots number 13 and 15

The "when green flag clicked" block in my coding activates, show and makes the listed sprites appear when the green flag is clicked.

The "when I receive trigger" block, activates the sprites to disappear and gives the player the "you win screen".

We used the trigger code to make it so that when the correct guess counter hits five (on background coding page), it activates the trigger code and the background changes to, you win and all the other sprites disappear.

On screenshots 2,4,7,9,11 and 12

"When green flag" is pressed with the hide, wait and show blocks, it makes the code wait for 33.5 seconds and then the human will talk to you about how to play the game. It takes 33.3 seconds for the human to explain the instructions. Then the human goes away and the body parts come back lined up along the side.

"When green flag" pressed go to -207 ___ the body parts will line up on the left-hand side of the screen and then the organs can be placed on the body.

On screenshots 14

```
when clicked
  say Hello! for 2 seconds
  say Let's play! for 2 seconds
  say The anatomy game for 2 seconds
  say But first for 2 seconds
  say The rules for 2 seconds
  say So you need to put the organs back in the body for 4 seconds
  say In the correct place for 2 seconds
  say When they are in the right place for 2 seconds
  say They can't be moved for 12 seconds
  say And the correct guesses counter will go up by one for 4 seconds
  say And that's it for 2 seconds
  say Bye! for 2 seconds
```

This code explains the rules.

