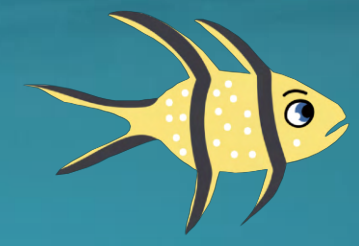
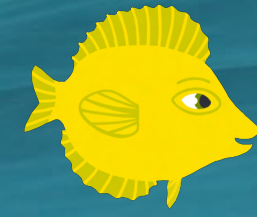
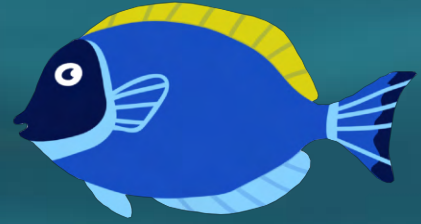


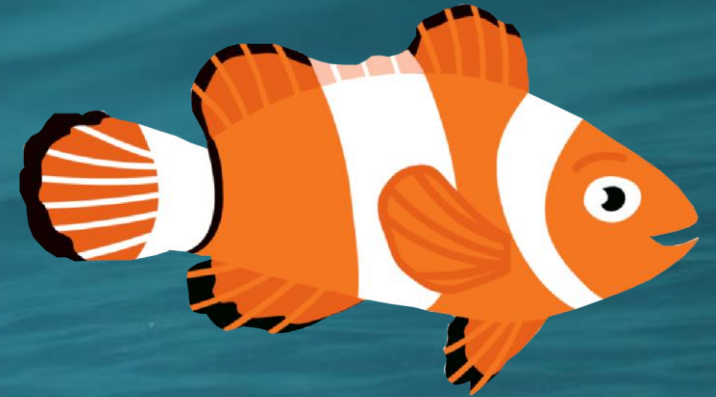
Baby Shark Doo Doo!!!





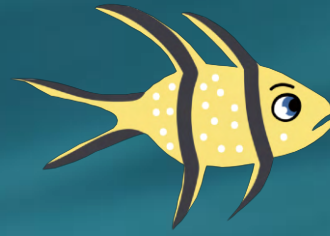
Agenda

- Introduction
- Quote
- Questions
- Investigate Methods and Procedures
- Results and Data Visualization
- Discussion and Interpretation
- Implications and Ideas for Future Research
- References





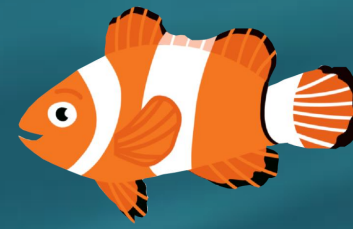
Introduction



- Scratch is a programming language and an online community where children can program with a simple visual interface and learn to think creatively. Young people can create digital games, stories, and animations.
- We used the Scratch programming tool to program baby shark eating fishes. This helped us with computational thinking and problem-solving skills.



Quote



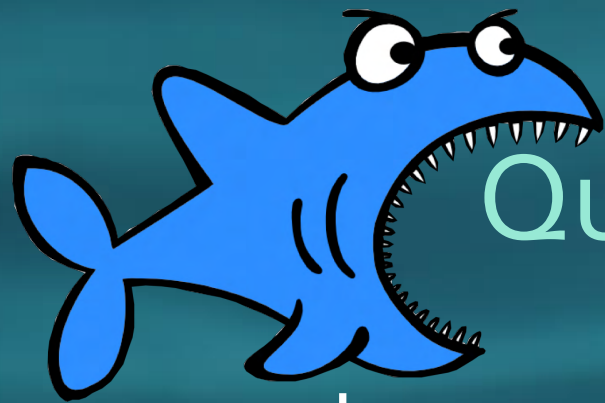
*The fish is never free from anxiety,
since big fish are always eager to
eat the small fish.*

*All living entities are eaten
by bigger living entities.*

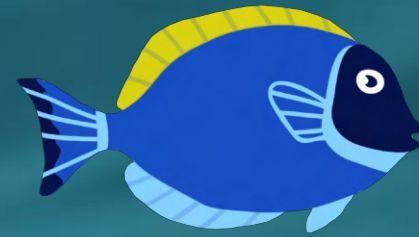
*This is the way of
material nature.*

www.iskcondesiretree.com





Questions

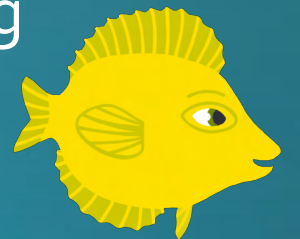


- How can we create a game using Scratch?
- Can we develop our own game instead of playing other games?
- How to count the number of fishes that were eaten by baby shark?



Investigate Methods and Procedures

- We searched on google about **Scratch** MIT programming language, an interesting program platform for kids to code. We first learned the simple coding for about a month and then finished all the project work within 2 months.
- We learned how to write pseudo code using Scratch and created many small games like ping pong, basketball, and fish game. Finally, we decided to go with the Fish game and included a scoreboard to calculate and display.
- We learned many new features in Microsoft PowerPoint like selecting different background images, music, and video.

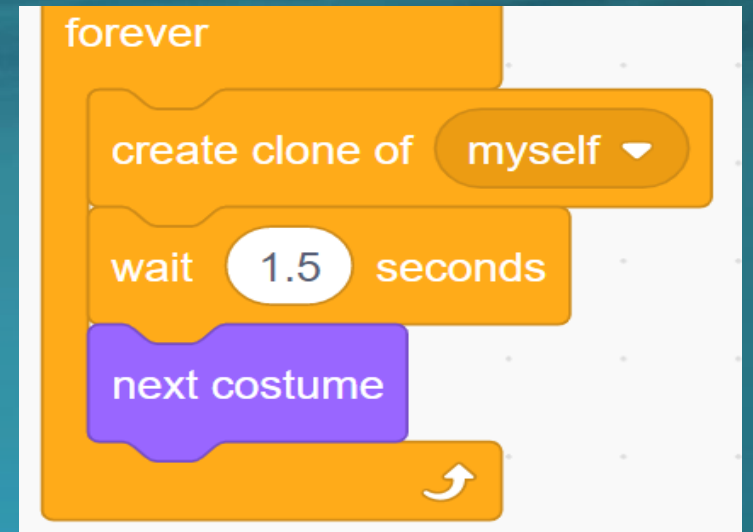
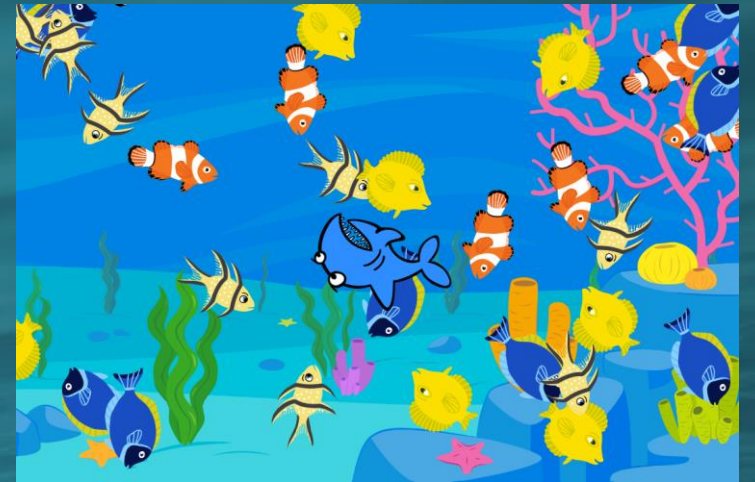


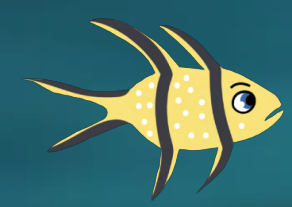


Investigate Methods and Procedures, continued...

Procedures:

- We learned many new features in Microsoft PowerPoint like selecting different background images, music, and video.
- We chose the water background as our theme since our project is about the baby shark eating small fish.
- To create different fishes, we developed a code for one fish and cloned the same code for other fishes, and just changed the costumes to a different color. Every 1.5 seconds fishes are generated on the code. Using this method we created many different fishes from one single fish block.

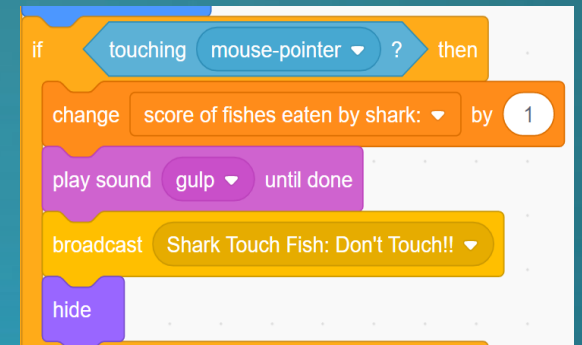
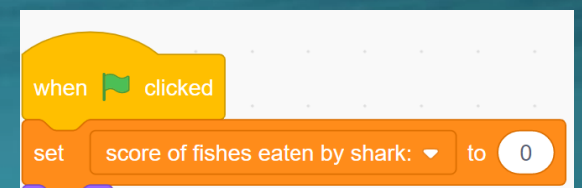
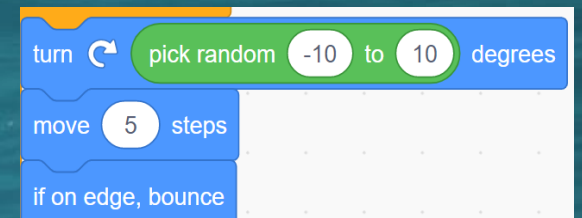
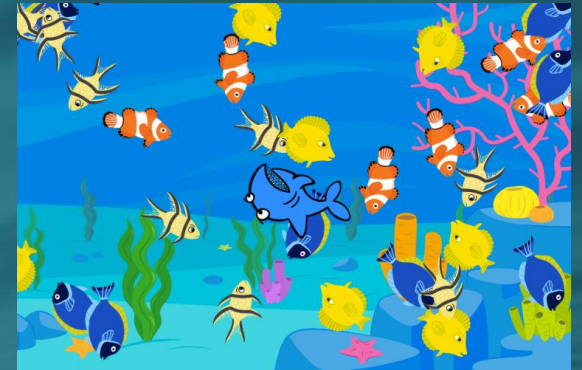




Investigate Methods and Procedures, continued...

Procedures:

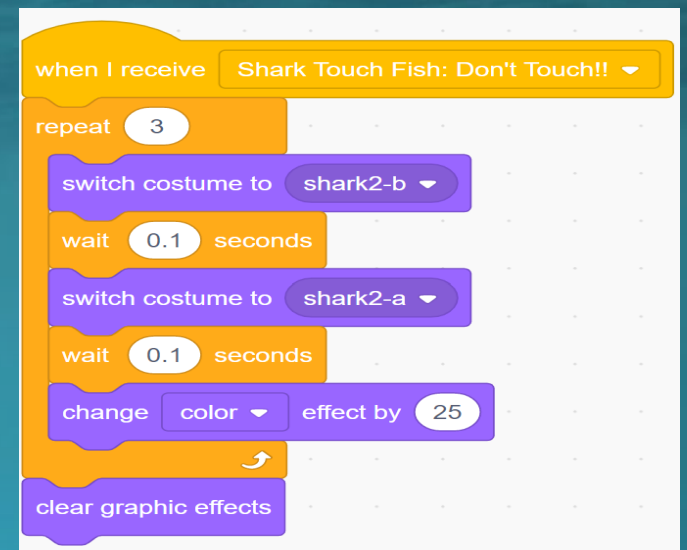
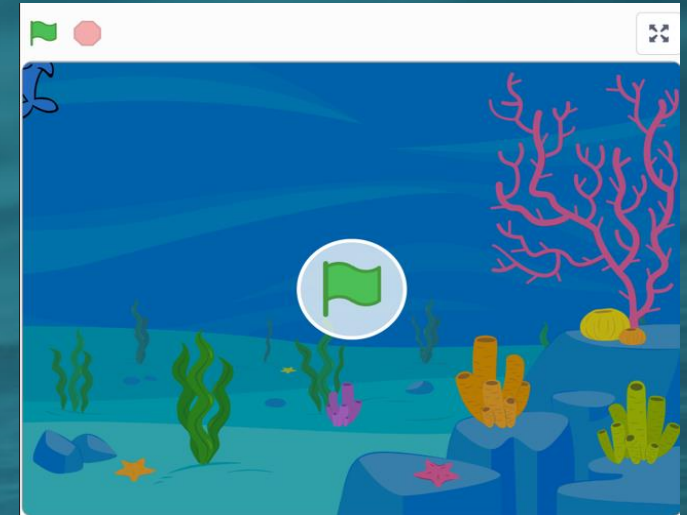
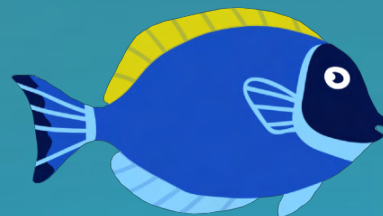
- All the fishes turn 5 steps away from the edges of the frame.
- We added a counter when the baby shark eats fish. Initially, we set it to “0” and it increments by one when it eats other fishes.
- We also added a gulping sound when the baby shark eats the fishes and the message is broadcasted as “Don’t Touch !!”.



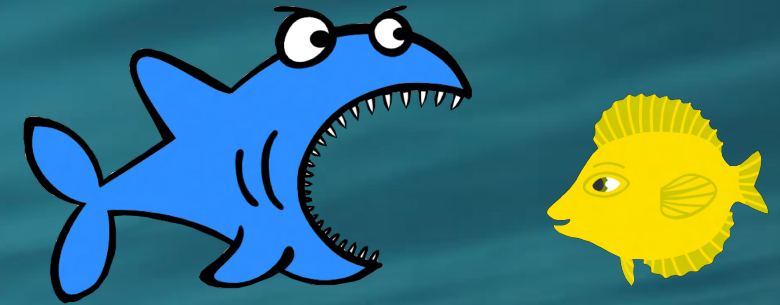
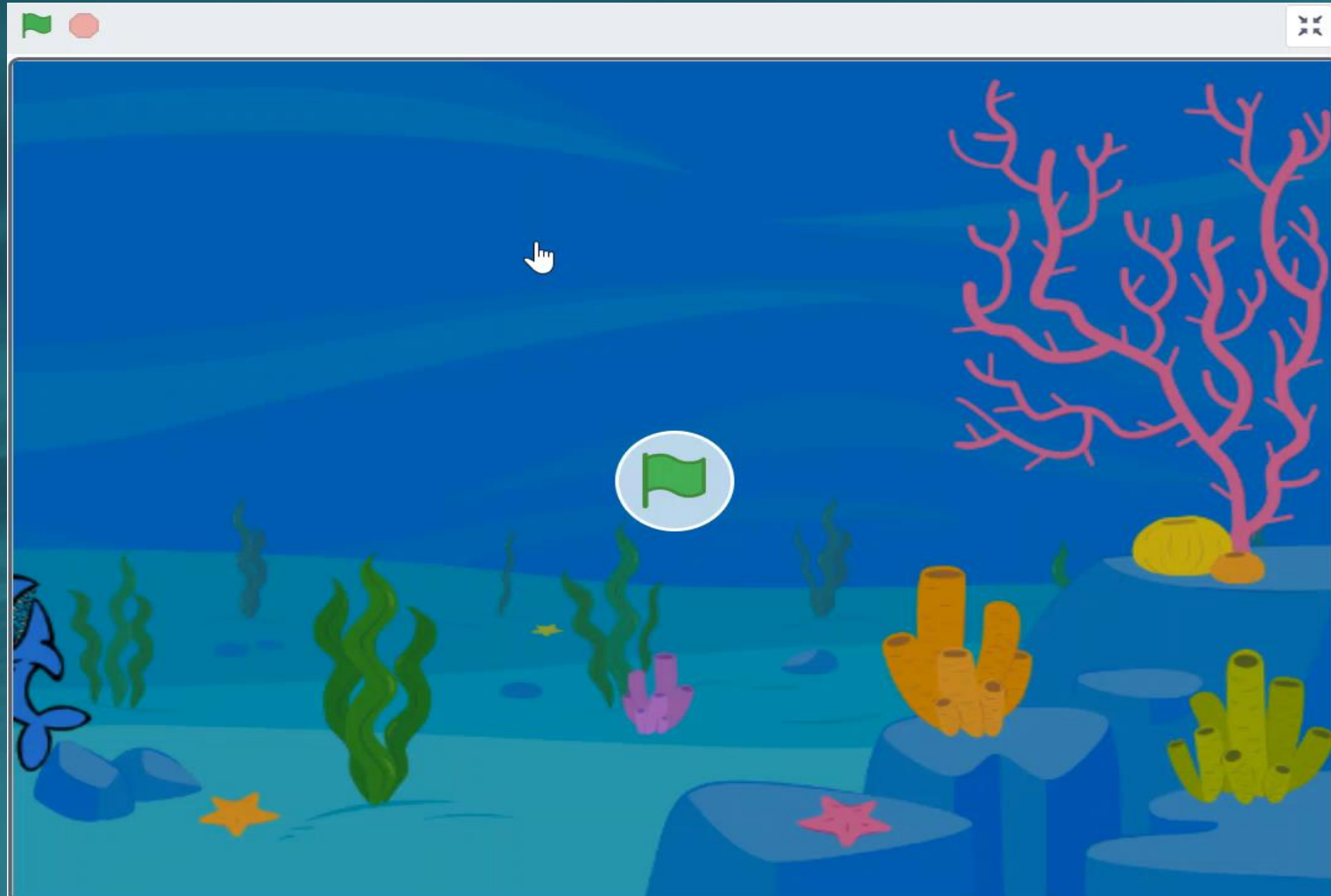
Investigate Methods and Procedures, continued...

Procedures:

- We begin the game by clicking on the green Flag to start the game and we click on the red octagon to stop the game. The shark moves 5 steps away when we move the mouse around.
- When the “Don’t Touch!!” message is broadcasted. The baby shark changes its color every time it eats the fish. It also opens and closes its mouth.



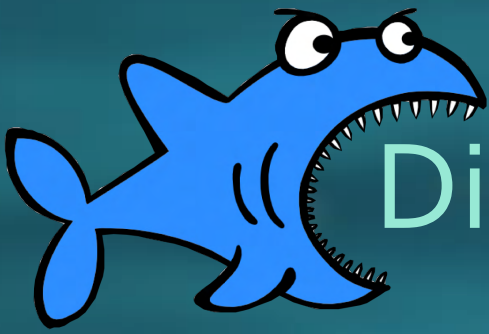
Results and Data Visualization



Here is our “Baby Shark Doo Doo!” video game and game link :

<https://scratch.mit.edu/projects/644261021>





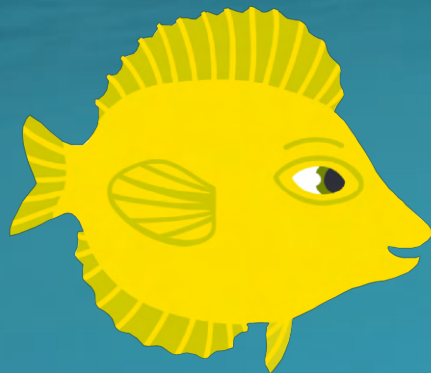
Discussion and Interpretation

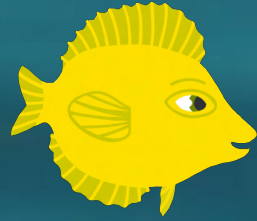


- We spent many hours coding through trial and error method and finally we figured out how it's working.
- After developing small games, we got more confident to develop bigger games.
- It was very satisfying to create our games and play them.

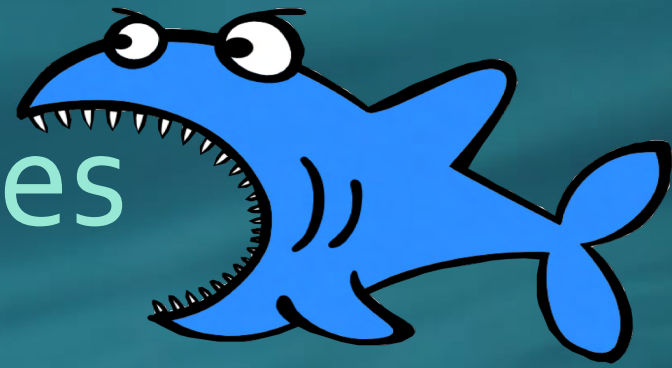
Implications and Ideas for Future Research

We wanted to include more sea animals such as jellyfish and octopuses in the water background where shark would leave them alone. We were curious to work but we didn't get enough time to work on it.



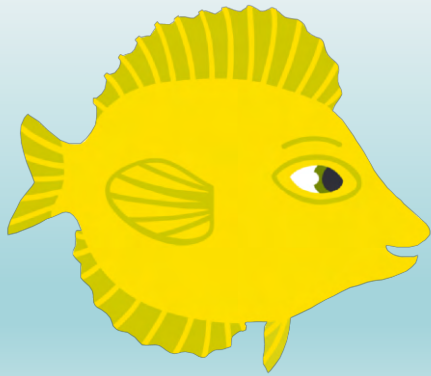
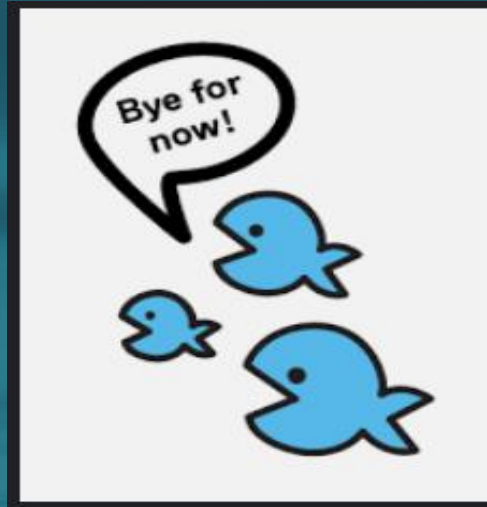


References



- <https://scratch.mit.edu>
- <https://scratch.mit.edu/projects/644900313/editor> - Choose games tutorial.
- <https://www.quotemaster.org/Small+Fish>
- <https://www.azquotes.com/quote/1126642>





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