



INVENT THE SUMMER

Challenge #3 | Scratch Coding Social Distancing Edition



Your Objective:

Create a super cool game, story or animation using Scratch coding.

If you don't know about Scratch, now is a great time to learn. Go to scratch.mit.edu to view their online tutorials.

You CAN:

- ☀ Create anything you want on Scratch. Be creative!
- ☀ Make multiple projects throughout the week.
- ☀ Revise your project after uploading it to the studio.

You CAN'T:

- ☀ Remix somebody else's project.
- ☀ Criticize or make fun of somebody else's project.

How to avoid angry parents:

DO:

- ☀ Explain what you're doing.
- ☀ Show them what you're learning.
- ☀ Ask before using the computer.

DON'T:

- ☀ Become obsessed and stay on the computer all day.
- ☀ Throw the computer if you can't figure something out.



Enter your project into the: Invent the Summer Contest Week 1 Studio

If you don't already have an account, go to scratch.mit.edu and click **Join Scratch** to create a free account.

- Create and test your project.
- Enter "Invent the Summer Contest Week 1" in the top search bar.
- Select the Week 1 Studio
- Click "Add Project"
- Select the project you wish to enter into the contest.
- [Click here](#) to send us your user name and contact information so we can notify you if you win!

Remember, once it's loaded into the studio, your project will be visible to anyone with an internet connection. Don't put it in there until you are ready!



Check out the Studio!

Be sure to check out other people's projects. If you see something great, you can "love it" by clicking the heart button.

Winners announced after 8:00pm on March 29!

1 Popular Choice Winner

Determined by the number of hearts in the Scratch Studio

1 Board Pick - Individual/Siblings

1 Board Pick - Collaborating Team

All winners will receive an *Invent the Summer* t-shirt or drawstring bag.

Teams

You can compete as an individual or as a collaborating team. Since this is the Social Distancing Edition, members of a collaborating team must work remotely from each other and demonstrate how they collaborated with their partner(s) to complete the project.