

SCRATCH FACILITATOR GUIDE

# Hide and Seek Game

This guide offers ideas for leading a one-hour Scratch workshop. Participants will gain experience with coding as they make a hide-and-seek game.



This guide is designed for use with this tutorial:

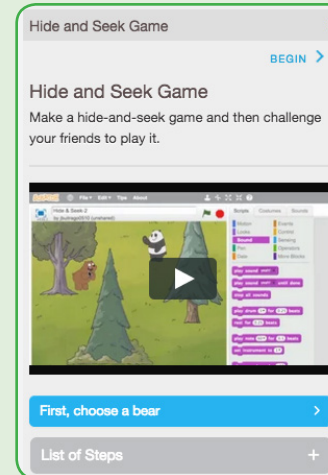
[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

DEVELOPED IN  
COLLABORATION WITH



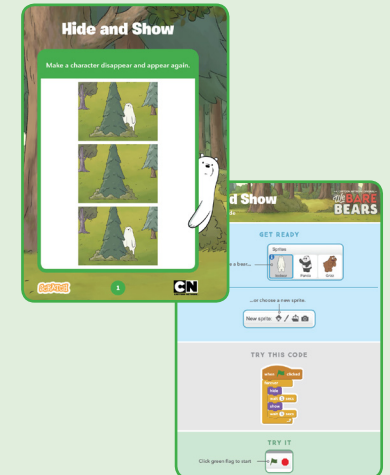
## Preparing for the workshop

### Try the tutorial



[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### Print the cards



[scratch.mit.edu/hide/cards](https://scratch.mit.edu/hide/cards)

### Make sure participants have Scratch accounts

[Join Scratch](#) [Sign in](#)

#### Join Scratch

It's easy (and free!) to sign up for a Scratch account.

Choose a Scratch Username

Choose a Password

Confirm Password

Join Scratch!  
[scratch.mit.edu](https://scratch.mit.edu)

### Set up a projector or large monitor (if available)

## Workshop plan



**IMAGINE**  
5 minutes

Start as a group, introducing the project theme.



**CREATE**  
35+ minutes

Support participants as they create projects, working at their own pace.




**SHARE**  
10 minutes

Gather together to share and reflect at the end of the session.

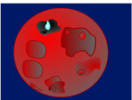
## Sample projects

**Hide-and-Seek Studio** (3 Followers)


Projects (5)   Comments (2)   Curators   Activity




Polar bear Hide and Se...  
by Margaretpg



Hunting for Water on M...  
by Margaretpg



Hide  
by jbultrago0510



Hide and Seek  
by shruti

[scratch.mit.edu/studios/1614974](https://scratch.mit.edu/studios/1614974)



## Imagine

Introduce the idea to the group and get them brainstorming.

### Inspire

Show the intro video from the *Hide and Seek* tutorial for ideas and inspiration.



[scratch.mit.edu/hide](https://scratch.mit.edu/hide) or [vimeo.com/1lk/hide](https://vimeo.com/1lk/hide)

### Warm-up: Game tester

Have participants pair up and try one of the Hide-and-Seek sample projects. Suggest clicking on the “See Inside” button to see how it was made.

What do you notice about the game?

What do you notice about the code?



## Demonstrate how to get started

Choose a bear or other sprite:

New sprite:

Category

All  
Animals  
Fantasy  
Letters  
People



In Scratch, any objects that can move are called sprites.

Make your sprite  
hide and show:



Make it keep going:



Make your sprite respond when clicked:



## Create

Support participants as they  
create hide-and-seek games.

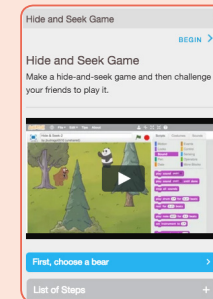
Prompts for getting started

Which bear or other character  
do you want in your game?

What do you want  
to happen when that  
character is clicked?

Provide resources

Offer options for getting started



Some may want to go  
step-by-step  
through the  
tutorial.



Others may want  
to explore using  
the activity cards.

Ideas for starting

- Choose a bear or other sprite
- Make it do something when clicked
- Make it hide and show
- Play with the timing



CREATE

### Add to your game

- Make hiding places
- Move around
- Score points
- Add more characters
- Add an extra challenge



### Encourage persistence and problem solving

- Ask questions to understand what they are trying to do
- Help them approach the problem one step at a time
- Suggest asking a peer for help

What do you want it to do first?

What have you tried so far?

### Many paths, many styles

Different participants will approach projects in different ways. Celebrate this diversity, and allow them to go at their own pace and follow their own paths.



SHARE

## Share

Have participants gather in small groups and take turns playing each other's games.

### Ask them to think about these questions:

What did you like best about the games you tried?

Did you get some ideas for your own game? What would you like to try next?

## Variations



VARIATIONS

### Remix a game

Limited time? Remix a game from the Hide-and-Seek sample projects. Draw your own characters, change the backdrop, or play with the timing to customize the game.



### Neighborhood hide-and-seek

Make a game featuring a place you know. Import a photograph of your room, school, or neighborhood. Create a new sprite from a drawing or photo to find in that place.



Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.