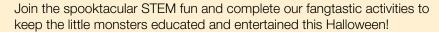






**STEM** from Home

Halloween!



In this pack, children will code a ghost catching game with Scratch, undertake a pumpkin science experiment, play scary spot the difference, make their own Halloween bunting and play Spooky Bingooo!



### **Ghostbusters!**

### Introduction

In this project, you are going to use Scratch to make a ghost-catching game!

### What you will need

A computer capable of running Scratch 3 either online or offline.

### What you will learn

You will learn to understand the need for pauses between actions within loops, how to use code to generate random numbers in Scratch and how to add a variable to store a game score in Scratch.

Access this activity



## **Pumpkin Science Experiment!**

Create your own self-inflating pumpkin with this quick and easy science experiment!

#### You will need:

- 1 Balloon
- 1 Plastic Bottle
- Felt Tip Pens
- Baking Soda
- Vinegar
- Food Colouring

Access the **template for this activity**.





### **Scary Spot the Difference!**

#### Introduction

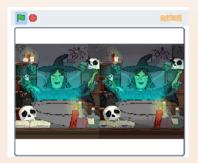
In this project, you will use Scratch to create a Spot the Difference game with a scary surprise, to prank your friends and family.

### What you will need

A computer capable of running Scratch 3 either online or offline.

### What you will learn

You will learn how to use a loop to detect events, how to use the random operator and how to play an imported sound. **Access this activity**.



### **Halloween Bunting!**

Decorate your home this spooky season with your own Halloween themed bunting! Colour in bats, pumpkins and ghosts with your own designs, then simply join your designs with glue or tape.

Access the template for this activity.



# **Spooky Bingooo!**

Test your family's maths skills with our Spooky Bingo game!

Compete against up to 7 other players as you test your maths skills in our Halloween themed bingo game.

Access the template for this activity.



Ask your parent/Guardian to upload pictures of your STEM creations to <u>Twitter</u>, <u>LinkedIn</u> or <u>Facebook</u> using #STEMfromHome and #ExperienceCGI, remember to tag us!







For more information or additional support with STEM activities when working remotely, contact enquiry.uk@cgi.com

The materials in the program were made available by the <u>Raspberry Pi organisation</u>. The program uses Scratch 3. Use of the materials in this program is licensed under the Creative Commons Attribution-Share Alike 4.0 International Public License. You should use the materials in compliance with the License. A copy of the License is available here. The materials in the package are shared with you on an "as is" basis, without warranties or conditions of any kind, either express or implied. CGI accepts no responsibility nor liability for damages, costs or expenses of any kind incurred or resulting from the use of the materials in this program.