10 Awesome Scratch Projects for 12-13 Year Olds

Scratch is a great coding language for kids of all ages, but it's especially well-suited for 12-13 year olds. At this age, kids are starting to develop their own interests and passions, and they're also starting to think more critically about the world around them. Scratch gives them the tools to explore their interests, express their creativity, and learn important coding concepts.

If you're looking for some fun and educational Scratch projects for your 12-13 year old, look no further! Here are 10 awesome projects that will get them excited about coding and creativity:



SCRATCH Projects for 12-13 year olds: Scratch Short and Easy with Ready-Steady-Code by Seamus O'Neill

★ ★ ★ ★ ★ 4.1 out of 5Language: EnglishFile size: 2177 KBText-to-Speech: EnabledEnhanced typesetting: EnabledWord Wise: EnabledScreen Reader: SupportedPrint length: 47 pages



1. Cat and Mouse Game

This classic game is a great way to learn the basics of Scratch coding. Kids can use Scratch's built-in sprite library to create a cat and mouse, and then

use code to make them move around the screen. They can also add obstacles and power-ups to make the game more challenging.



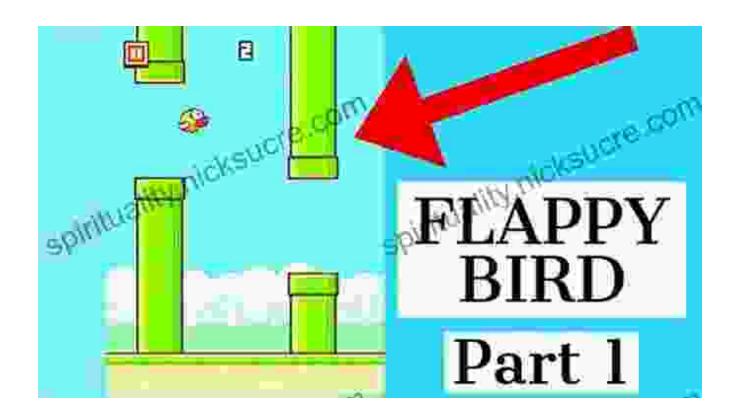
2. Space Invaders Game

Another classic game that's perfect for Scratch beginners. In this project, kids will create a spaceship that shoots lasers at invading aliens. They'll learn how to use Scratch's motion sensing blocks to control the spaceship, and they'll also learn how to use loops and variables to create the aliens.



3. Flappy Bird Game

This popular mobile game is surprisingly easy to create in Scratch. Kids will learn how to use Scratch's physics engine to create a bird that flaps its wings and flies through the air. They'll also learn how to use pipes as obstacles, and they'll have to use their coding skills to help the bird avoid crashing.



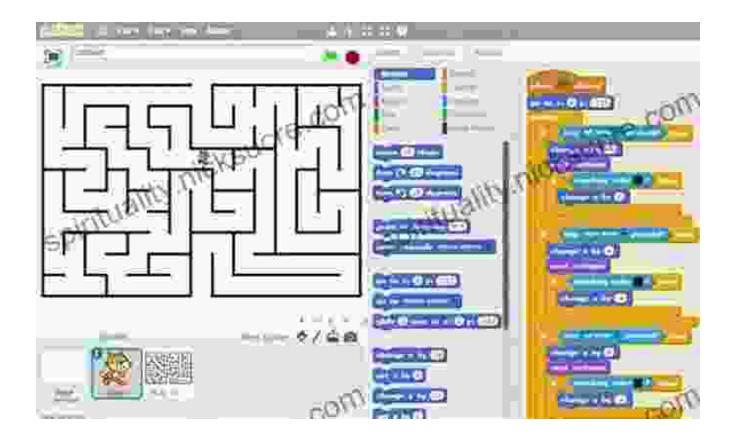
4. Musical Instrument Simulator

This project is a great way to learn about music and coding at the same time. Kids will create their own musical instrument in Scratch, and then they can use code to play different notes and melodies. They'll learn about the different parts of a musical instrument, and they'll also learn how to use Scratch's sound blocks to create their own unique sounds.



5. Maze Game

This classic puzzle game is a great way to challenge your child's problem-solving skills. In this project, kids will create a maze in Scratch, and then they'll have to use code to help a character navigate through the maze. They'll learn how to use loops and conditionals to create the maze, and they'll also learn how to use variables to keep track of the character's progress.



6. Pong Game

This classic multiplayer game is a great way to learn about physics and coding. In this project, kids will create a pong game in Scratch, and then they can play against a friend or family member. They'll learn how to use Scratch's motion sensing blocks to control the paddles, and they'll also learn how to use loops and variables to keep track of the score.



7. Breakout Game

This classic arcade game is a great way to learn about collision detection and coding. In this project, kids will create a breakout game in Scratch, and then they can use code to break all of the bricks. They'll learn how to use Scratch's collision sensing blocks to detect when the ball hits a brick, and they'll also learn how to use loops and variables to keep track of the score.

```
itualit<mark>entinksuore.or</mark>
                  machine from E. . . Lancing Lies.
                             description of the last
           point in of re-mint 135.
             101
                                                                                                                                                                                                                                                                    go to xi 📆 vi 🖼
                      processing being to come transfering lives
                                                                                                                                                                                                                                                                                IN IN GRECTION 1995
                            direction
          point in simethon (4.5)
                                                                                                                                                                                                                                                                               сонин 🐷 Пере
                         93
                                                                                                                                                                                                                                                                            Il college, bounce
                                                                                                                                                                                                irituality mick sucre com
                     reaching to the state of the st
           point in dirt. Lim 🐠
                          100
                    HARLEY HOLD IN THE HIRLY DE-
                        direction #135
             Baltit in Idioaction 😉 🗉
                                                                                                                                                                             spirituality.nicksuore.com
                                                                            1365
                    y position
               to a Cally to the
pointing consuming 351
```

8. Snake Game

This classic mobile game is a great way to learn about loops and coding. In this project, kids will create a snake game in Scratch, and then they can use code to control the snake and eat the food. They'll learn how to use loops to create the snake's body, and they'll also learn how to use conditionals to check if the snake has eaten the food.



9. Pac-Man Game

This classic arcade game is a great way to learn about pathfinding and coding. In this project, kids will create a Pac-Man game in Scratch, and then they can use code to control Pac-Man and eat all of the dots. They'll learn how to use Scratch's pathfinding blocks to create Pac-Man's path, and they'll also learn how to use loops and variables to keep track of the score.



10. Minecraft Clone Game

This ambitious project is a great way to learn about object-oriented programming and coding. In this project, kids will create a Minecraft clone game in Scratch, and then they can use code to build their own worlds and explore them. They'll learn how to use Scratch's object-oriented programming blocks to create different types of objects, and they'll also learn how to use loops and variables to create the game's world.



These are just a few of the many awesome Scratch projects that are available for 12-13 year olds. With Scratch, the possibilities are endless! So what are you waiting for? Start coding today!



SCRATCH Projects for 12-13 year olds: Scratch Short and Easy with Ready-Steady-Code by Seamus O'Neill

4.1 out of 5

Language : English

File size : 2177 KB

Text-to-Speech : Enabled

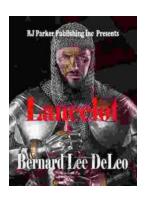
Enhanced typesetting: Enabled

Word Wise : Enabled

Screen Reader : Supported

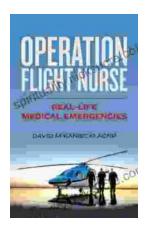
Print length : 47 pages





Lancelot Bernard Lee Deleo: A Legendary Guitarist in Modern Rock Music

Lancelot "Lanny" Bernard Lee Deleo is a legendary guitarist and cofounder of the iconic alternative rock band Stone Temple Pilots. His exceptional musicianship,...



Operation Flight Nurse: Real Life Medical Emergencies in the Skies

Operation Flight Nurse is a critical and highly specialized program within the United States Air Force that provides...