



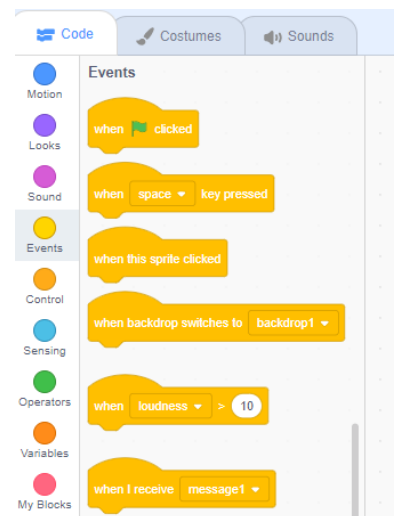
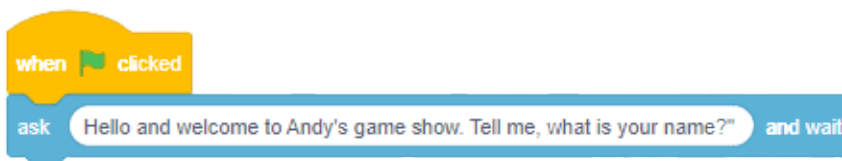
Hello!

My name is Andy and I'm going to explain how to make your very own 'quiz show game' on Scratch- from scratch.



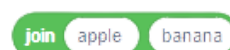
First things first we need to give our game a way to start.

Go across the **events menu** and get yourself a **when [green flag] clicked**. Next, go to the **sensing menu** and get a **ask what's your name and wait**. Attach it underneath **when [green flag] clicked** and write a introduction sentence which ends with asking the player for their name.



We're going to make some code which will be worth remembering as it's the basis of our questions moving forward.

Slightly strangely our next step is the **looks menu** where you might expect to see lots of costumes, but we want the code that says **say hello for 2 seconds**. Add this to the bottom of your code, then go to **operators menu** and select the unusual sounding **join apple banana**. Does anybody fancy a banana shoved in an apple for dessert?



These two commands are about to become 1... that's a Spice Girl reference which you're probably all too young to understand. Click and hold the **join apple banana** and drag it over where it says **hello!** so it replaces it. That *join apple banana* is a piece of code which tells our avatar to combine two words (or two pieces of code) together.



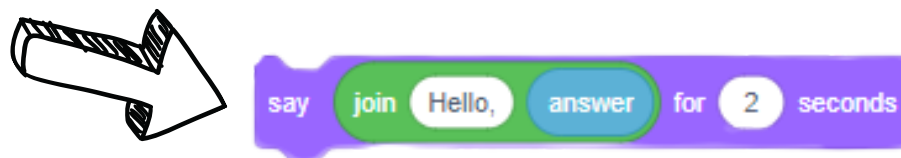
Now we're going to go the **sensing menu** and select **answer**.

A blue Scratch block with the word "answer" written inside.

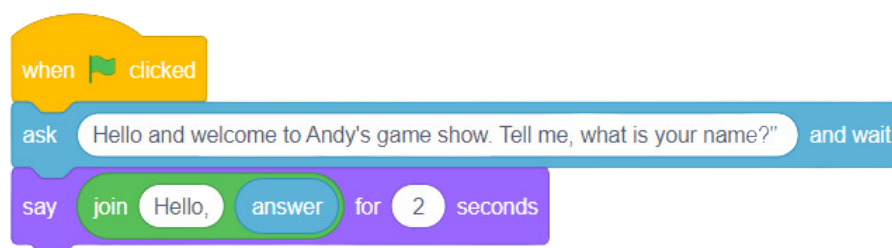
This answer command actually changes all the time. It remembers the last thing the player typed in. So if they typed in "bottom"- the answer would be "bottom".

The last thing, in this case, that our player typed in was their name, so currently this answer block is the same as the player's name. Click, hold and drag the **answer** block so it replaces **banana**.

Then click on the **apple** text and replace it with **Hello,** and you'll have something that looks like this.



So the code we now have will join the word Hello with the answer the player gave when we asked them their name. So in the case of my code, it would reply Hello, Andy. (Because my name is Andy).



Are you starting to see how we're going to make our quiz show now?

Let's get to actually asking some questions. It would be a rubbish quiz show without any actual questions.

Go to the **sensing menu** and select **ask and wait** then add it to the bottom of the code.

In this part, we're going to ask our first question. For me, I'm going to start a little bit more simple and ask the player what 3+3 is, which I'm going to type into the **ask** block.



You'll have noticed in quiz shows that sometimes the contestant (fancy word for the player) gets the answer wrong so we need to account for our player getting the answer wrong in our code.

Go to the **control option** on the menu and select **repeat until**. This is a type of loop which will keep whatever code is inside repeating, until the player types in the right answer.



Now we go to **operators** and select **=50**. It's got a blank space in front of it.

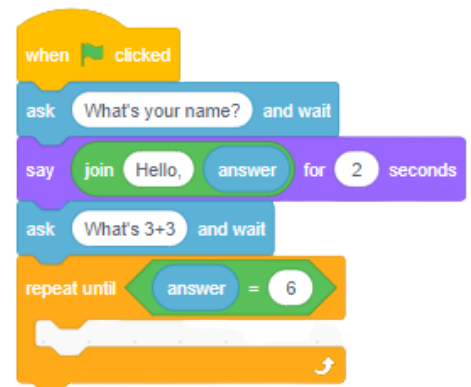


Just like did for the join apple banana we need to drag this **=50** into the blank space next to **repeat until**.



The final piece we need is our **answer** block in the **sensing menu** which we're going to place in the blank space next to the **50**.

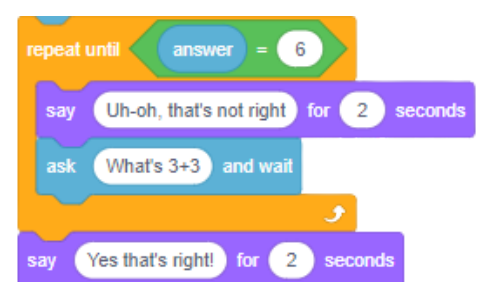
Then we need to change the **50** to the answer to our first question. So, in my case of 3 +3. the answer is 6.



This tells our code that when the player types in 6 it can break out of the loop and move on with the game. But what is going to happen if our player gets the question incorrect?

Go back to the **looks menu** for another **say hello for 2 seconds!** and it's going into our **repeat until loop**. You just need to change the text to something like **"Uh-oh, that's not right"**. Or whatever you want to say if someone gets the questions wrong. Just don't be rude!

With that done, go to the **sensing menu** for a **ask what's your name, and wait** block. This then needs changing so it repeats the first question. This tells our code that if our player gets the question wrong it will say "uh-oh, that's not right" and then repeat the question. Only when the player types in the right answer will the game say "yes that's right!".



Now we've got this, we actually have the basics of the code we need to make a full quiz game show. It's just a matter of repeating yourself until you have all the questions you would like and maybe changing the sprite and background to give it more of a quiz game show feel.

To add more questions all you need to do is add **ask something and wait** underneath your existing code and away you go! Here's my full code and some other possible questions you could ask.

Possible questions



- How many planets are in the Solar System? [8]
- What smells like butter? [butter]
- Who was Queen in Victorian times? [Victoria]

Challenge time!

Congratulations on successfully creating the first question of your quiz show game. Here are a few extra challenges if you want to really test yourself. If you're struggling with adding a score count then scan the QR code to take you to a video where I'll give you some help.

- Keep creating your code until you have a total of 10 questions
- Add a score counter to keep track of the player's score [It could just add points- or take away points for a wrong answer as well!]