**Raspberry Pi Activity 2**

*Learning Objective:* Build a game in Scratch & take screenshots for each main stage

In the last activity you learned about how to take screenshots on your Raspberry Pi, and you were asked to think about possible ways that the screenshot application could be useful. One way screenshots are often used is for the purpose of providing visual exemplars in tutorials. For Activity 2 for example, screenshots have been used to help you follow how an adventure game in Scratch can be built. As you are already familiar with Scratch, these screenshots are only intended to be used as prompts and are not intended to serve as step-by-step instructions. Rather than working on a series of small tasks as you did in Activity 1, in this activity you will be working on one long project – to build an adventure game in Scratch.

***Project***– Follow the screenshots to make your own adventure game in Scratch. As you do so, take screenshots for each stage major stage (as below) using the **scrot –s** command.

























