



Architect Simulator

Coder Resources

Project Sequence

(complete each step before moving to the next)

1. [Sign in and remix this project](#)
2. [Create an architect simulator](#)
3. [Create user controls](#)
 - a. [Indicate a button is pressed](#)
4. [Experiment with more blocks](#)
5. [Add in comments](#)

Project Extensions

(pick and choose extensions that sound interesting)

1. Add sounds for each user interaction
 - a. [Randomize a single sound](#)
 - a. [Customize sounds](#)
2. [Create an erase button](#)
 - a. [Create custom buttons](#)
 - b. [Code your buttons](#)
 - c. [Indicate a button is pressed](#)
3. [Prevent blocks from stamping on the menu](#)
4. [Use the example project as a guide](#)
 - a. Read the comments in the example project for more project ideas
5. [Snap blocks to a grid \(Advanced\)](#)
6. [Share your project](#)
7. [Create a thumbnail](#)
8. [Learn even more Scratch tips](#)
9. [Learn how to use a micro:bit with Scratch](#)

Debugging Exercises

(practice your debugging skills by solving these bugs)

1. [Why doesn't this sprite follow the mouse when you click and drag it?](#)
2. [Why doesn't the Erase button erase the stamped blocks?](#)
3. [Why doesn't the sprite stamp when you let go of the mouse?](#)
4. ***micro:bit required*** [Why won't the erase button work when using the micro:bit to control the Mouse sprite?](#)
5. [Even more debugging exercises](#)

Example Project and Files

(use these resources to see the original project, learn how to remix the project, or to challenge yourself)

1. **Project:** [Example project](#)
2. **Remix project:** [Remix project](#)
3. **Video:** [Project preview](#) (1:15)
4. **Video:** [Remixing a project](#) (1:57)

5. **Video:** [How to reverse engineer a project](#) (2:16)
6. **Studio:** [See more projects like this one](#)