



Scratch snap (2–4 players)

Type: Warm-up (15–20 mins)

Activity overview

Scratch snap is a card-based version of the classic ‘Snap’ game, where players match Scratch code stacks that produce the same outcome.

There are 13 distinct outcomes. Each outcome has four corresponding cards — each corresponding card pictures a code stack that produces the outcome.

Learners flip, recognise, and call “Snap!” when two consecutive cards have code stacks with outcomes that match.

Setup

Materials needed:

- A single deck of **52 code-stack cards**
- A clear playing surface

Gameplay structure

Step 1: Deal the cards (2 mins)

1. Shuffle all 52 cards.
2. Deal them **evenly and face-down** to each player (some may have one extra card).

Step 2: Play snap (10–15 mins)

1. Players do **not** look at their cards — they hold them in a face-down stack.
2. In turn (clockwise), each player flips the top card from their stack into the **central pile**, face-up, so everyone can see it.
3. After each flip, compare the newly revealed card with the one immediately before it:
 - **If the cards picture code stacks that produce the same outcome**, any player may shout “Snap!”
 - The first to call “Snap!” and place their hand on the central pile takes the entire pile and adds it (face-down) to the bottom of their stack. Play then continues with the next player.



- If multiple players shout, the fastest hand to the pile is the winner.
- 4. If the revealed card does **not** match the preceding card, play moves to the next player.
- 5. When a player's personal pile runs out, they're out of the round.
- 6. The round ends when only one player remains holding cards — this player wins that round.

Step 3: Optional multiple rounds and scoring (3 mins)

- Play the best of three rounds.
- Alternatively, assign **+1 point** per round won — the highest total wins.

OPTIONAL: Slow mode

- Instead of playing with the snap game mechanic, simply spread the cards out in front of players and have them group the matching cards.

Key learnings

- **Equivalence:** Different sequences of blocks can yield identical outcomes
- **Pattern recognition:** Spotting structural similarities in code is critical for debugging and reading code
- **Collaboration:** Rapid group consensus on what constitutes a match mirrors real-world code reviews
- **Flexibility:** Just like human languages, programming languages offer multiple ways to express the same idea

change x by 20	point in direction 90 move 20 steps	point in direction 90 move 10 + 10 steps	point in direction 90 repeat 10 move 2 steps
turn 90 degrees	point in direction direction + 90	repeat 3 turn 30 degrees	repeat 3 turn 90 degrees



			
			
			




