

# 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)

- 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.

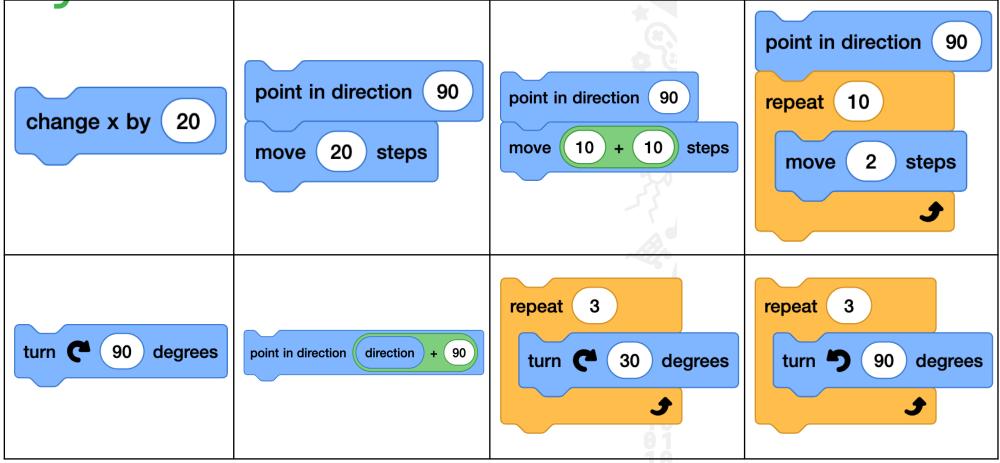
#### **OPTIONAL: Slow mode**

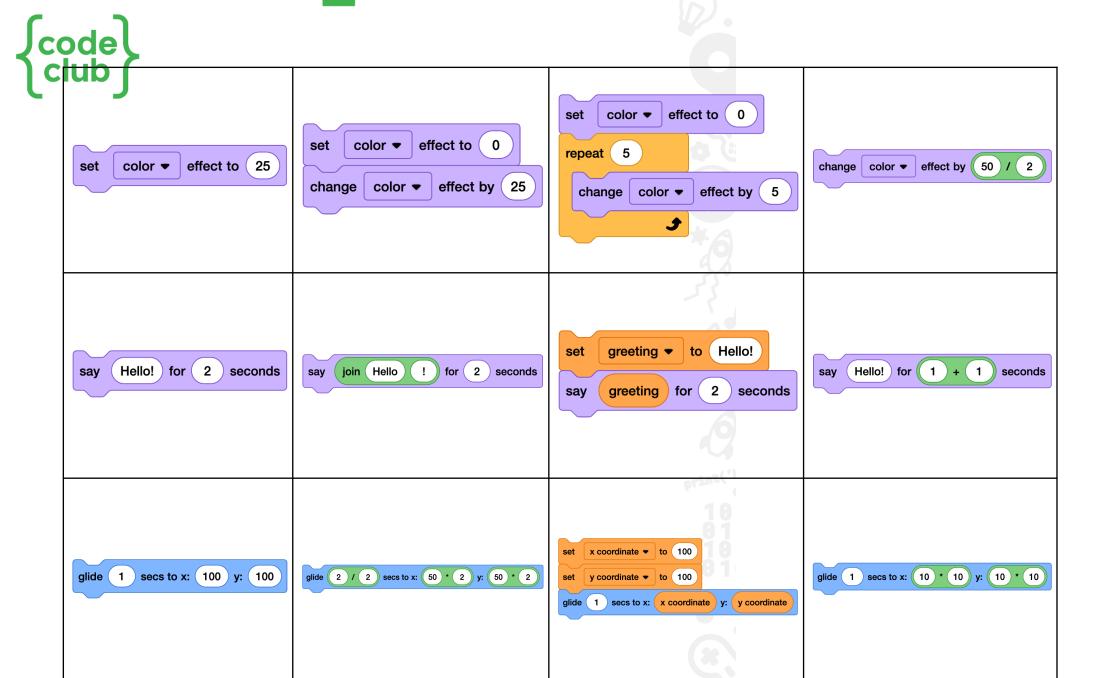
• Instead of playing with the snap game mechanic, simply spread the cards out in front of players and have them group the matching cards.

# **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

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360 90 repeat repeat repeat turn C 360 degrees turn C turn C 90 degrees degrees degrees 10 repeat new size ▼ 150 set to set size to 150 set size to 100 change size by 15 set size to new size touching (edge ▼)? touching (edge ▼)? then then touching (edge ▼)? set rotation style | left-right ▼ set rotation style left-right ▼ if on edge, bounce direction + 180 point in direction turn (180) degrees turn (180) degrees

