



6h pour coder un jeu

~ 9<sup>e</sup> édition ~

**SCRATCH** • **PYTHON**



mai-juin 2025

# LE JOUR J: PRINCIPE

- ⚡ Les élèves découvrent les univers de jeux (personnages, objets, décors...)
- ⚡ Ils en choisissent un et imaginent un jeu
- ⚡ Ils codent, discutent, échangent, s'entraident, mangent, boivent...




# CATÉGORIES

 Scratch Cycle 3 (CM1 > 6e)

 Scratch Cycle 4 (5e > 3e)

 Scratch Lycée (2de > T1e)

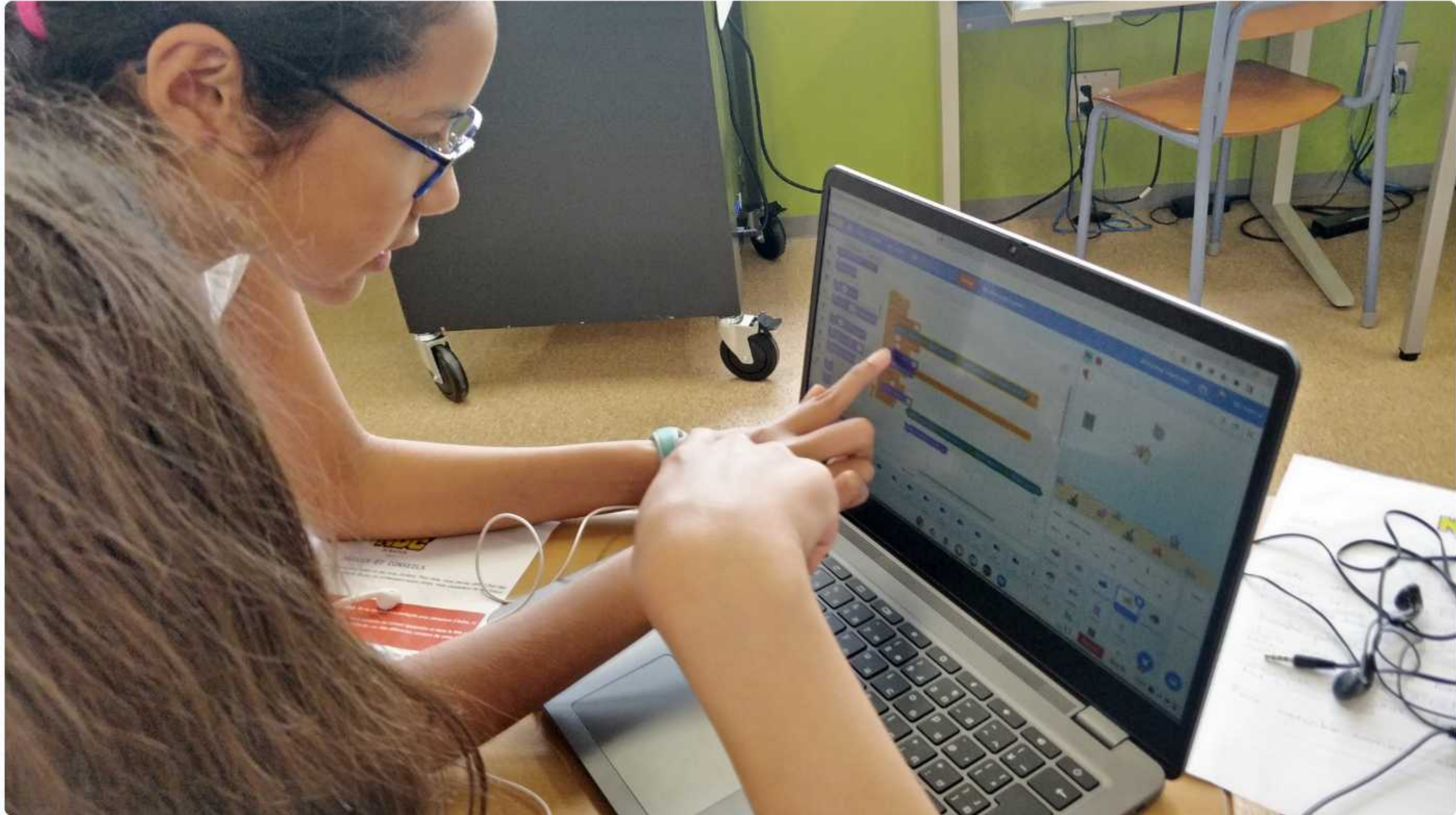
 Python NSI 1re

 Python NSI T1e

 Python Post-bac

# ÉQUIPES

👩 2/3 élèves 👨



# JEUX SCRATCH

The image shows the Scratch IDE interface for a game project. The top navigation bar includes the Scratch logo, settings, file, edit, and user information (JEL by JEL Team). The main workspace is divided into three sections: a left sidebar with category menus (Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, My Blocks), a central code editor with two scripts, and a right sidebar with a stage preview and a sprite library.

**Code Editor:**

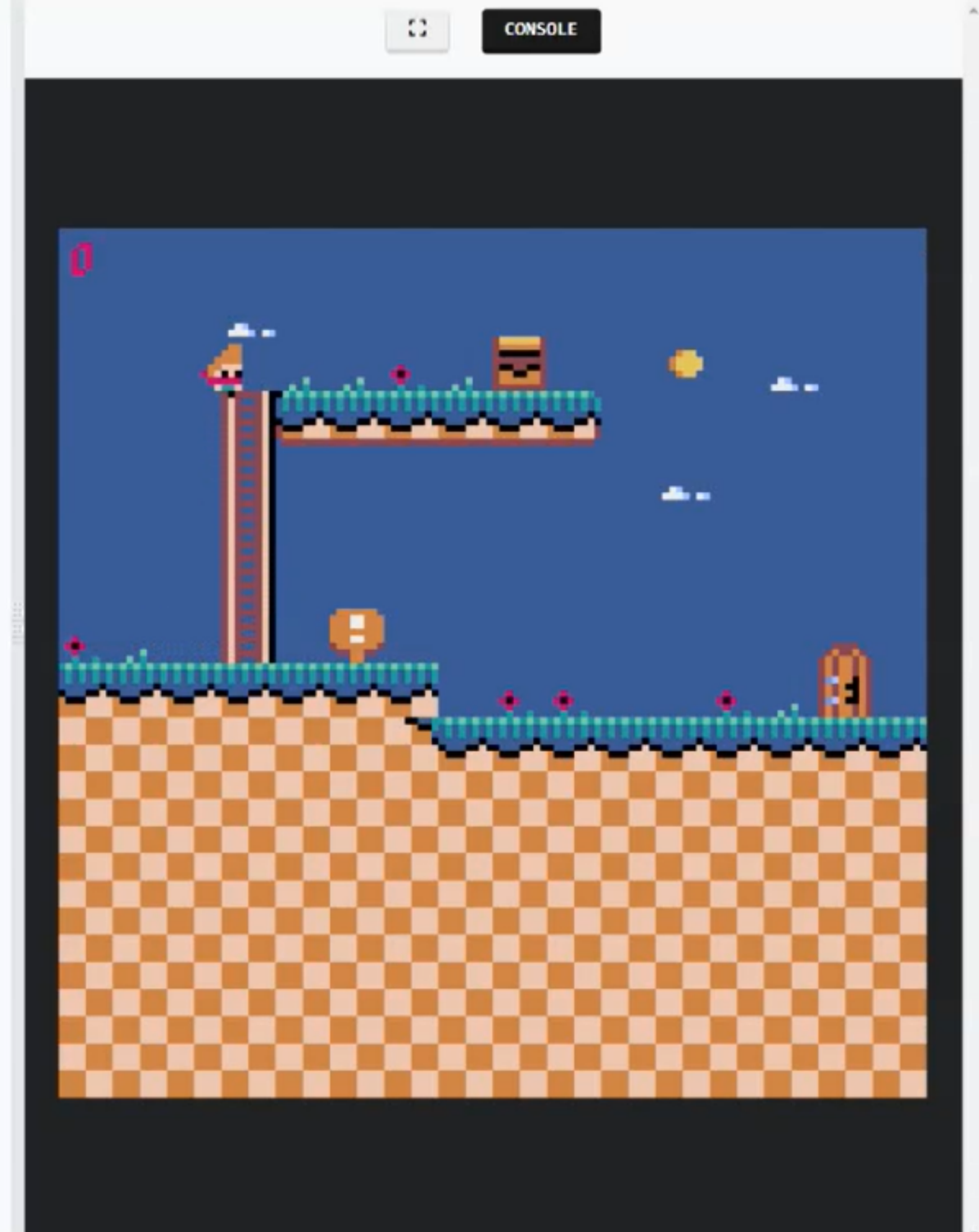
- Script 1 (Left):** Starts with "when clicked", followed by "go to x: -205 y: -75", "point in direction 90", "switch costume to poisson\_rouge\_1", "set size to 150%", and "go to front layer". A "show" block is followed by a "when key pressed" loop with conditions for left, right, up, and down arrows. Each condition is followed by "set rotation style" and "move 3 steps".
- Script 2 (Right):** Starts with "when clicked", followed by "set compteur vie to 0". A "when green flag clicked" loop contains an "if touching" block with conditions for "decharge", "bombe", "pollution", and "logite". The "if touching" block has a "change compteur vie by 1" block. This is followed by "start sound son de vie", "set pointale effect to 25", "wait 1 seconds", "switch costume to poisson\_rouge\_1", "clear graphic effects", and another "if compteur vie" block with a "switch costume to poisson\_rouge\_2" block. The script ends with "wait 1 seconds" and "hide".

**Stage Preview:** Shows a character (a red fish) on a sandy beach with a yellow coin and a red heart. The background is a light blue sky and sea.

**Sprite Library:** Lists various assets including "poisson\_r...", "decharge", "electro", "sable", "bombe", "pieces", "pieces2", "sons", "bombe2", "pollution", "logite", "vie", "mar", "mar2", "game over", "Mission ac...", "Niveau su...", "recompense", and "recompen...".

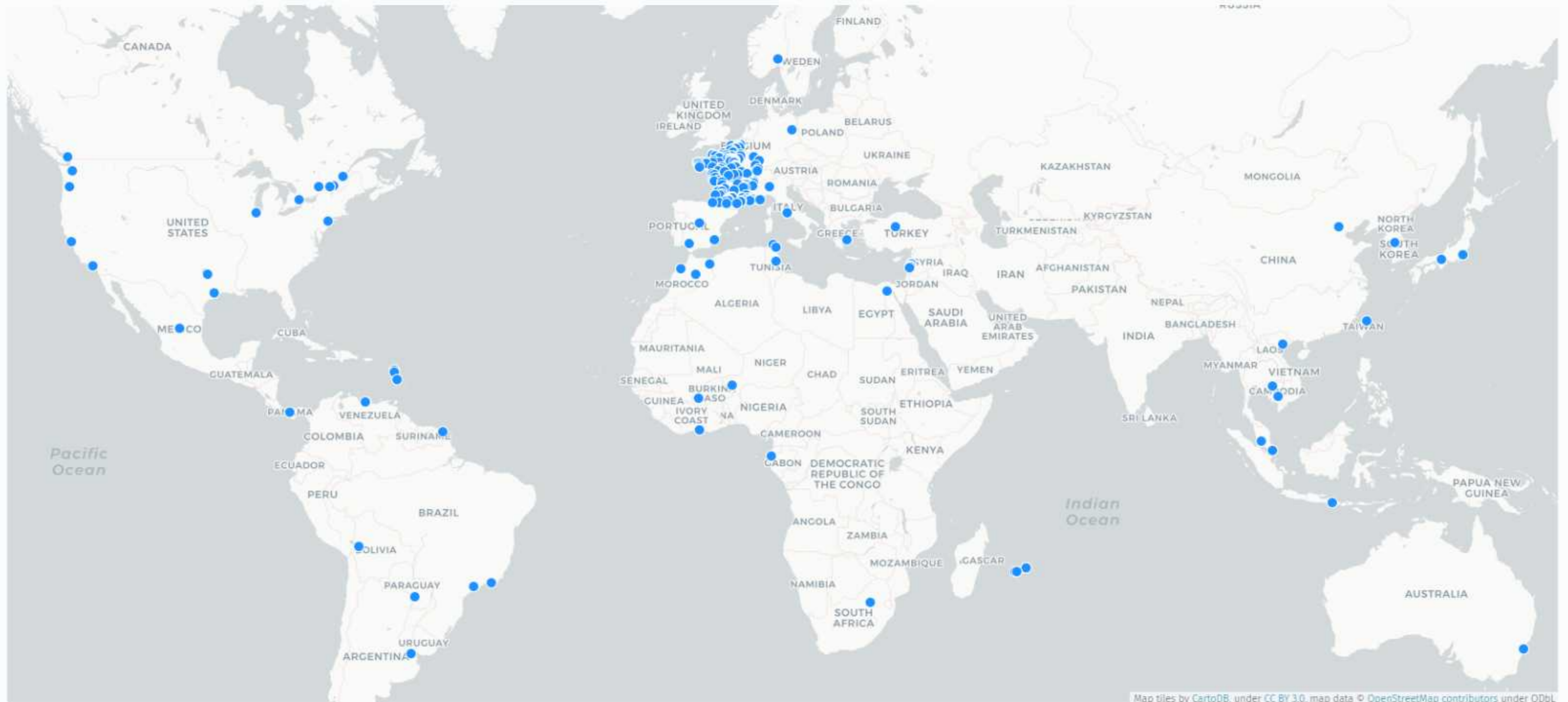
# JEUX PYTHON / PYXEL

```
55 self.no_change=True
56
57 self.menu=True
58 self.menu_touche=False
59 self.son=True
60
61 self.p_actif=False
62
63 pyxel.load("my_resource.pyxres")
64 pyxel.run(self.update, self.draw)
65
66 def deplacement(self):
67     self.en_mouvement=False
68
69     if pyxel.btn(pyxel.KEY_RIGHT) and not(self.is_wall(8,7)) and not(self.anim_cle) and 0<=self.x
70     <=120:
71         if self.bonus_1:
72             self.x+=3
73         else:
74             self.x+=1
75
76         self.tuile_fixe[0][2]=8
77         self.tuile_fixe[1][2]=8
78
79         self.tuile_bouge[0][2]=8
80         self.tuile_bouge[1][2]=8
81
82         self.tuile_saut[2]=8
83         self.tuile_descend[2]=8
84
85         if not(self.en_saut):
86             self.en_mouvement=True
87
88     elif pyxel.btn(pyxel.KEY_LEFT) and not(self.is_wall(0,7)) and not(self.anim_cle):
89         if self.bonus_1:
90             self.x-=3
91         else:
92             self.x-=1
93
94         self.tuile_fixe[0][2]-=8
95         self.tuile_fixe[1][2]-=8
96
97         self.tuile_bouge[0][2]-=8
98         self.tuile_bouge[1][2]-=8
```



# LA NDC 2024 DANS LE MONDE

[www.nuitducode.net](http://www.nuitducode.net)



**464** établissements inscrits - **10500** élèves - **346** villes - **49** pays



NdC-2022 - U6 ...  
nuit-du-code



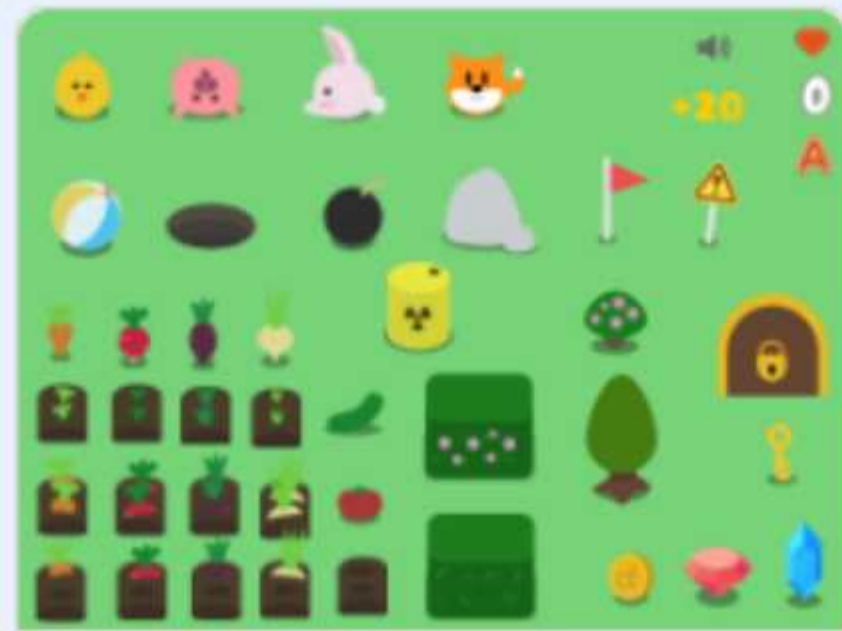
NdC-2022 - U5 ...  
nuit-du-code



NdC-2022 - U4 ...  
nuit-du-code



NdC-2022 - U3 ...  
nuit-du-code



NdC-2022 - U2 ...  
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NdC-2022 - U1 ...  
nuit-du-code

