

Kit's Creative Coding Lab: Designing a Sprite

Learning objective: To understand the core components of the Scratch interface and how to design a sprite with specific behaviours.

Kit the fox is planning a new game! Look at the Scratch interface diagram below. Follow the drawing steps to design your own character and label the key parts of the screen that help you bring your character to life.

Draw: Draw a large rectangle representing the Scratch computer screen. Inside the rectangle, include a large square on the right side labelled 'Stage' for the character drawing. On the left side, draw small rectangular 'blocks' representing code, and a central area with a grid pattern for the 'Script Area'. Use a clean, digital-style line art look.



Label words: Sprite · Stage · Script Area · Blocks Palette · Green Flag

Steps:

1. Draw your own original character in the empty 'Stage' box. Give them a name and one special accessory.
2. Label the area where you would drag and drop your code blocks to make your character move.
3. What is the name of the button that starts your code sequence in Scratch?
4. If you wanted your character to say 'Hello!', which colour category of blocks would you look for in the Blocks Palette?
5. Explain why it is important to give your Sprite a clear name in the software.