

Kit's Coding Project Planner

Learning objective: To design an algorithm for a Scratch project using sequences and logical thinking.

Help Kit the fox plan a new computer game! Before you start building your blocks in Scratch, use this planner to organise your ideas. Think about what your sprite will do, how it will move, and what events will trigger an action.

Word bank: algorithm · sprite · sequence · event · loop · variable · coordinates · debug

1. Project Goal: Describe what your sprite will do in this game. What is the objective for the player? (2 marks)

2. The Start Event: Which block will you use to start your code? (e.g., 'When green flag clicked') Why is this important? (2 marks)

3. Movement Sequence: Write down three steps your sprite needs to take to move across the stage. (3 marks)

4. Using Loops: Where could you use a 'forever' or 'repeat' block in your code to make it more efficient? (2 marks)

5. Debugging Plan: If your sprite doesn't move as expected, what steps will you take to find and fix the error? (3 marks)

Extension challenge: On the back of this sheet, draw a 'storyboard' showing what your game screen will look like at the beginning and the end of the level.