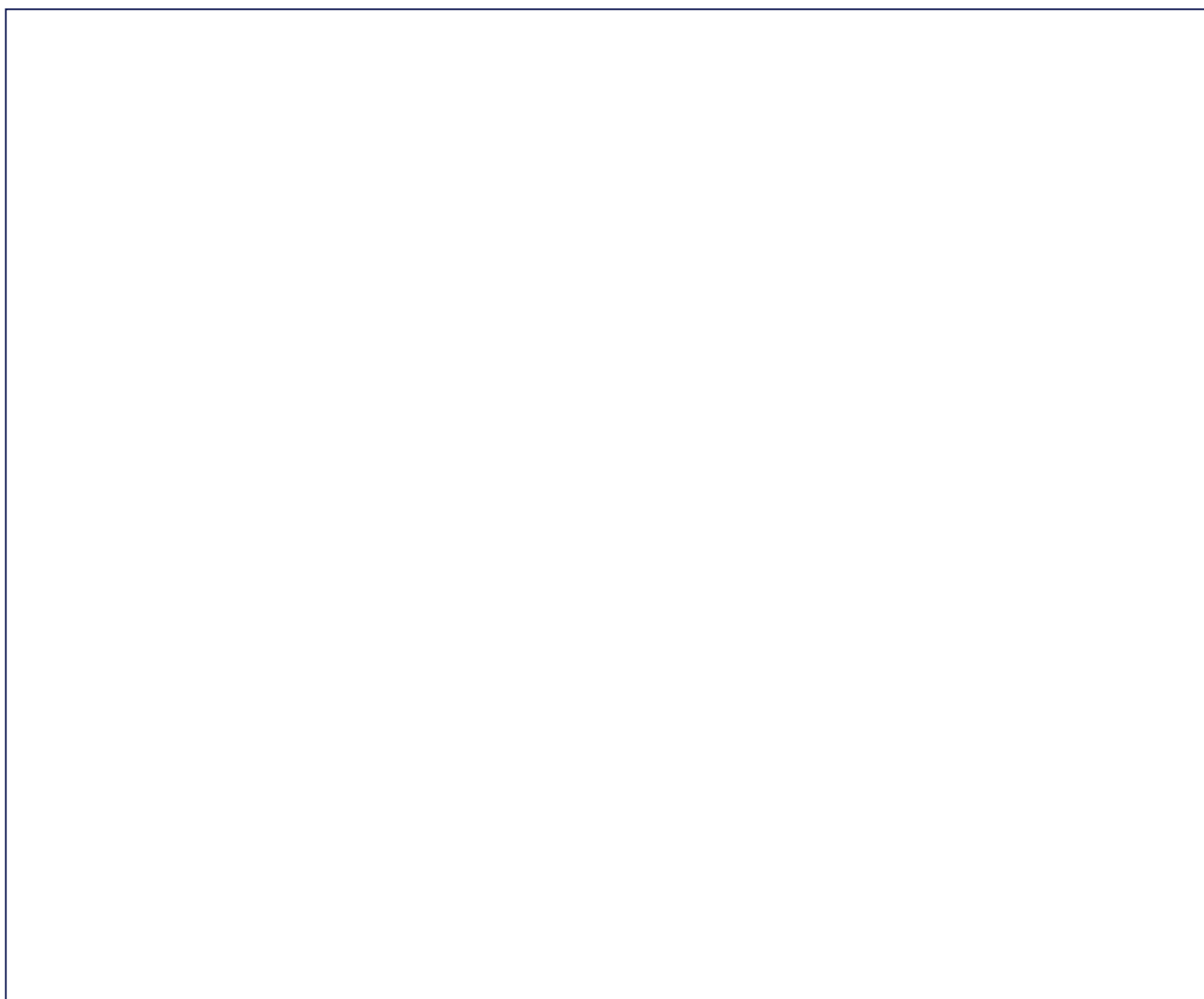


Kit's Computing Challenge: Designing a Scratch Sprite

Learning objective: To understand the structure of a Scratch project by designing a sprite and identifying its key programming components.

Help Kit the fox plan a new coding project! Use the space below to draw your original character (your 'Sprite') and label the important parts of the Scratch interface that you would use to make it move.

Draw: Draw a large rectangular box to represent the Scratch 'Stage'. Inside the box, draw an original character (your sprite). Around the outside of the box, draw four 'block' shapes (rectangles) and label them using the word bank. Ensure your drawing is neat and uses clear arrows to point to the features of the interface.



Label words: Sprite · Stage · Script Area · Motion Block · Event Block · Green Flag · Coordinates

Steps:

1. In your drawing, describe what action your sprite will perform when the 'Green Flag' is clicked. Write your answer below.
2. Why is it important to use an 'Event' block at the start of your script? Explain your reasoning.
3. If you wanted your sprite to move across the screen, which category of colour-coded blocks would you look for in the Scratch menu?
4. Label your drawing to show where the 'Stage' is located. What happens to your sprite when it touches

the edge of the Stage?

5. 5. If you wanted your sprite to say 'Hello!' for 2 seconds, which block category would you find this in?