

Kit's Coding Challenge: Sequence the Steps

Learning objective: To understand that a computer program is a sequence of commands (algorithms) and be able to order them correctly to create a simple movement.

Kit the Fox wants to help his character move across the screen in Scratch. Look at the steps below. Some are jumbled up! Number the steps from 1 to 5 to show the correct order to make a character move, turn, and say 'Hello!'. Use the word bank to help you.

Word bank: Green Flag · Move · Turn · Say · Sequence

1. Put these steps in the correct order by writing the numbers 1-5 in the boxes next to the instructions: [] Move 10 steps. [] When Green Flag clicked. [] Say 'Hello!'. [] Turn 15 degrees. [] Wait 1 second. (5 marks)

2. Why is it important to have the right order in a computer program? (Sentence starter: The order is important because...) (2 marks)

3. Which block do you always need to start your code in Scratch? (1 mark)

4. What is a list of instructions for a computer called? (1 mark)

Draw: Draw what you think the screen looks like in Scratch. Include a character and one coloured block of code.



Extension challenge: If you could add one more block to the sequence, what would it be? Write it down and explain what you want your character to do.