Kit’s Creative Coding Quest

Learning objective: To identify and illustrate the core components of a Scratch interface, demonstrating an understanding of how sprites, scripts, and stages interact.

Kit the fox is building a digital project, but his screen has gone blank! Use the drawing prompt below to help Kit rebuild his coding environment. Label your diagram using the provided word bank to show you understand how Scratch works.

Draw: Draw a large rectangular box to represent a computer screen. Inside the screen, draw a smaller square in the top-right corner labelled 'Stage' featuring a small fox character. On the left side of the screen, draw a vertical column filled with colourful rectangles labelled 'Block Palette'. In the centre, draw a large empty space titled 'Script Area'. Use a clean, digital-art style with bold outlines and clear labels connected by arrows pointing to the relevant sections.

Label words: Sprite · Stage · Script Area · Block Palette · Green Flag · Backdrop

Steps:

1. Explain why the 'Green Flag' is a crucial component in Kit’s coding project. What is its primary function?

2. Compare and contrast the 'Stage' and the 'Script Area'. Why are these two spaces distinct from each other?

3. Justify your answer: Why do we use 'sprites' instead of just drawing a static picture on the background?

4. What might happen if Kit forgot to attach his code blocks to an 'Event' block (like 'When Green Flag clicked')?

5. Label the area where you would drag your motion and sound blocks to build a sequence.

6. Label the specific area where your character performs the actions you have programmed.