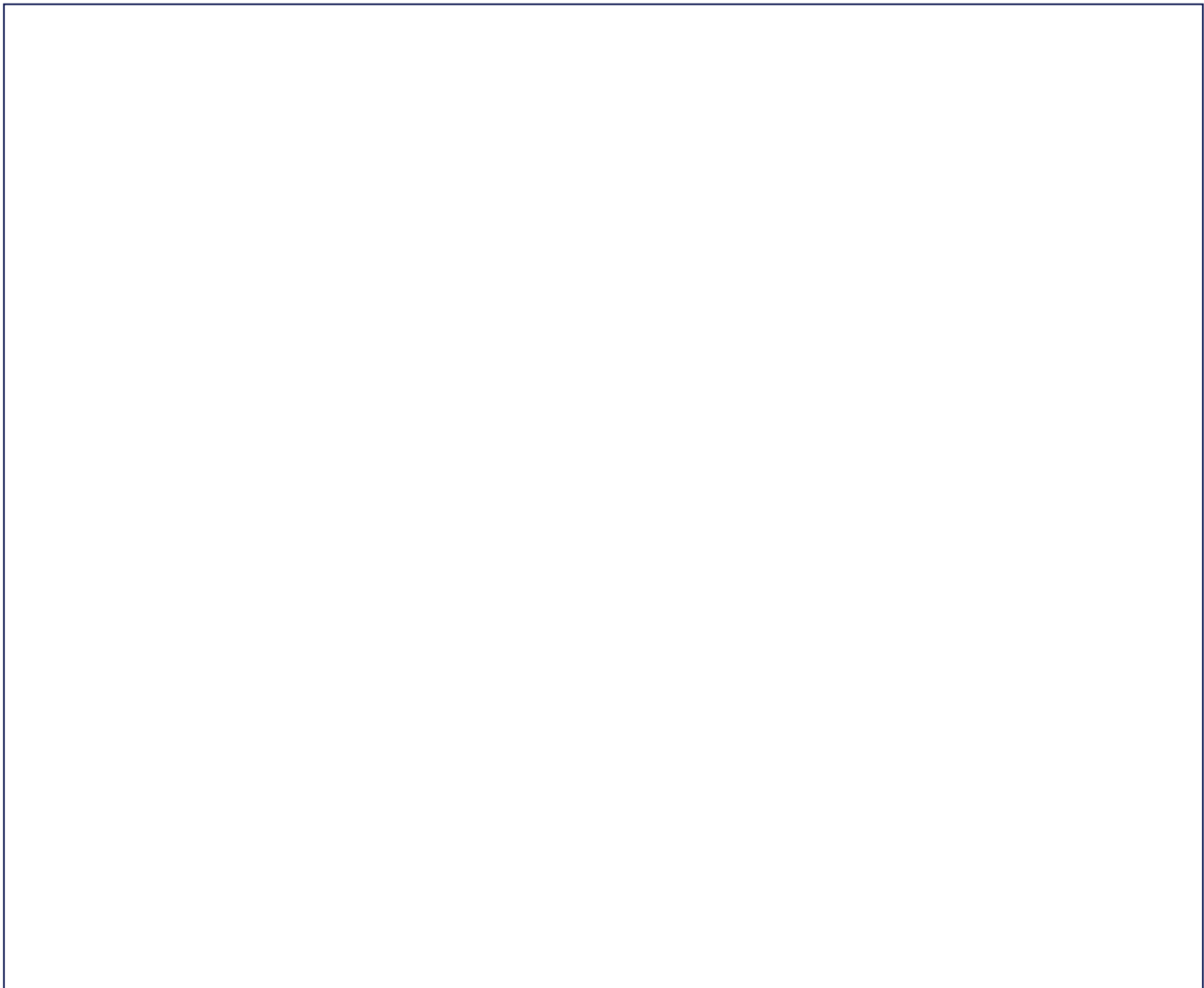


Kit's Coding Adventure: Building a Sprite

Learning objective: To understand the layout of the Scratch interface and identify key components of a computer program.

Kit the fox is learning to code! Help him design his game by drawing and labelling the Scratch screen below. Follow the steps to make your drawing complete.

Draw: Draw a large rectangle on the page to represent the computer screen. Inside the rectangle, draw a small fox character in the centre (the Stage). On the left side, draw a column of small shapes representing the different categories of code blocks (e.g., Motion, Looks, Sound). Draw a small green flag button in the top right corner. Use a pencil to sketch and a coloured pen to label the parts using the words from the word bank.



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

Steps:

1. Step 1: Draw a large rectangle to be the 'Stage'. Inside, draw a small character. What do we call this character in Scratch?
2. Step 2: Draw a row of colourful circles on the left. These are your 'Code Blocks'. What colour is the 'Events' category usually?
3. Step 3: Draw a small green flag above the stage. What does the green flag do when you click it?

4. Step 4: Draw a big empty space in the middle. This is where we drag our blocks to make a program. Label this 'Script Area'.