Kit’s Creative Coding Project Planner

Learning objective: To design, plan, and evaluate a block-based computer program using logic and sequence.

Use this template to plan your digital project. Think like Kit the fox—break your big idea down into smaller, logical steps (algorithms) so your character knows exactly what to do when you click the green flag.

Word bank: Algorithm · Sequence · Loop · Sprite · Condition · Debug · Variable · Event

1. Project Vision: Describe the main goal of your project. What is your sprite trying to achieve? (2 marks)

2. The Algorithm: List the first three steps your sprite must take in the correct sequence. (3 marks)

3. Events and Triggers: What specific event will start your code (e.g., clicking a button or a key press)? (2 marks)

4. Identifying Loops: Where could you use a 'repeat' block to make your code more efficient? (3 marks)

5. Predicting Bugs: What might go wrong in your code, and how would you 'debug' that error? (4 marks)

6. Evaluation: Justify your choice of blocks. Why is this the most efficient way to achieve your goal? (5 marks)

Extension challenge: Compare and contrast your planned algorithm with a classmate's. What might happen if you swapped your sequence order? Explain why the order of blocks is crucial in computer programming.