

Kit's Coding Plan: My Scratch Project

Learning objective: To design an algorithm for a Scratch project by identifying sprites, backdrops, and simple command sequences.

Hello! I am Kit the fox. I love solving puzzles with code. Use this template to plan your own computer game or animation in Scratch. Think about what your characters will do and which blocks you will need. Write your ideas in the boxes below.

Word bank: Sprite · Backdrop · Algorithm · Sequence · Loop · Event · Motion · Blocks · Code · Debug

1. My Project Goal: What is your sprite going to do? (e.g., 'A cat walks across the screen') (2 marks)

2. The Backdrop: Where does your story happen? Describe the scene. (2 marks)

3. The Starting Event: Which block will start your code? (e.g., 'When green flag clicked') (2 marks)

4. The Steps: List 3 things your sprite will do in order. Use simple words. (3 marks)

Extension challenge: Can you draw your sprite in the box below? Add an arrow to show which way it will move first.