

Kit's Coding Adventure: Learning Scratch

Learning objective: To understand how to use simple algorithms and blocks to create a character movement in Scratch.

Help Kit the fox build his computer game. Read each question carefully. Use the word bank to help you complete the sentences. You can draw your answers if that helps!

Word bank: Sprite · Algorithm · Motion · Script · Flag

1. Kit needs to pick a character to move on the screen. What is the special name for a character in Scratch? (1 mark)

2. Kit wants his character to move across the screen. Which coloured block category should he click to find 'Move 10 steps'? (1 mark)

3. What do we call a set of step-by-step instructions that tells a computer what to do? (1 mark)

4. Kit wants his code to start when he clicks the green button. What is this button called? (1 mark)

5. If Kit puts blocks together to make a list of instructions, what is this stack of blocks called? (1 mark)

Draw: Draw a picture of Kit the fox standing next to a computer screen. On the screen, draw one blue 'Move 10 steps' block.



Extension challenge: Imagine your character is a robot. Write down three steps to tell the robot how to walk to the door.