

Kit's Coding Challenge: Scratch Masterclass

Learning objective: To assess understanding of block-based programming concepts, including sprites, sequences, loops, and variables within the Scratch environment.

Join Kit the fox for a quick coding check-up! Read each question carefully and write your answers clearly. Don't forget to think like a computer programmer.

Answer Key: 1. A (Sprite), 2. False, 3. Loop, 4. B (Sequence), 5. True, 6. Variable, 7. C (Stage), 8. True, 9. Broadcast, 10. D (The computer runs instructions in the order they are connected).

Word bank: Sprite · Algorithm · Loop · Variable · Broadcast · Stage · Sequence

1. 1. What do we call the characters or objects that we move around in Scratch? A) Sprite* B) Pixel C) Block D) Character (1 mark)

2. 2. True or False: You can only use one script at a time for a single character. (1 mark)

3. 3. Which block type would you use if you wanted an instruction to repeat 10 times? (1 mark)

4. 4. What is a set of step-by-step instructions for a computer called? A) A script B) An algorithm* C) A pixel D) A broadcast (1 mark)

5. 5. True or False: Changing the 'x' coordinate value moves your character horizontally across the screen. (1 mark)

6. 6. What term describes a 'container' used to store data, such as a score in a game? (1 mark)

7. 7. Where do your characters appear and interact when you run your code? A) The Script Area B) The Block Palette C) The Stage* D) The Backpack (1 mark)

8. 8. True or False: You can change the 'costume' of a character to make it look like it is walking. (1 mark)

9. 9. Which block type is used to send a message from one character to another? (1 mark)

10. 10. Which describes the order of code? A) Randomly B) From bottom to top C) All at once D) In the order they are connected* (1 mark)

Draw: Draw a scene featuring Kit the fox standing on a computer screen. Next to him, draw a Scratch-style 'When Green Flag Clicked' block and a 'Move 10 steps' block.



Extension challenge: Challenge: If you were building a game where a character collects coins, what would you name your 'variable' and what event would cause that variable to increase by 1?