

Kit's Scratch Project Planner

Learning objective: To design an original computer program by planning the algorithms, sprites, and variables needed for a Scratch project.

Use this template to plan your coding project before you open Scratch. Think about what you want your character to do and how your game or animation will work. Kit the fox says: 'A good coder always plans their steps before they start building their blocks!'

Word bank: Algorithm · Sprite · Variable · Loop · Broadcast · Condition · Debugging · Sequence

1. Project Concept: What is the main goal of your project? Describe what the user will see and what the objective is. (2 marks)

2. Sprite Design: Which characters (sprites) will you use? Describe their costumes and how they will interact with the stage. (2 marks)

3. The Algorithm: Write a simple sequence of steps (an algorithm) that explains how your character moves or reacts to a mouse click. (3 marks)

4. Variables and Logic: Will your project track a score or a timer? Explain which variable you will create and what will change its value. (2 marks)

5. Potential Bugs: What might go wrong while you are coding? Think of one error you might encounter and how you would fix it (debugging). (2 marks)

Extension challenge: Once you have finished your plan, open Scratch and build your first 'broadcast' block to connect two different sprites together. Can you make them 'talk' to each other?