

Kit's Computing Guide: Creating an Animation in Scratch

Learning objective: To explain the steps taken to create a functional animation in Scratch, using correct technical vocabulary to describe algorithms and debugging.

Use this writing frame to describe the project you created in Scratch. Think about how Kit the fox would explain the process: be logical, clear, and focus on how you solved any problems you encountered.

My Scratch project began with a simple idea: to make a sprite dance across the stage whenever the green flag was clicked.

Word bank: algorithm · sequence · debugging · event block · sprite · loop · variable · consequently · furthermore · initially · subsequently · problem-solving

1. Introduction: What is the goal of your animation and which sprites did you choose to bring your story to life? Start with: My animation is designed to... (2 marks)

2. The Algorithm: Describe the sequence of blocks you used. How did you ensure the instructions happened in the correct order? Start with: To create the movement, I used an algorithm that... (3 marks)

3. Debugging: Did you run into any bugs or errors? Explain what went wrong and how you fixed the code. Start with: During the process, I encountered a problem where... (3 marks)

4. Loops and Events: How did you use control blocks (like 'repeat' or 'forever') to make your animation more efficient? Start with: To avoid repeating my code, I used a loop to... (2 marks)

5. Conclusion: Reflect on your final project. What are you most proud of in your code? Start with: Overall, I am most proud of my project because... (2 marks)

Extension challenge: Imagine you are adding a 'score' to your game. Write a short paragraph explaining which 'variable' block you would use and how it would change when the sprite touches a specific object.