

Kit's Clever Coding Planner

Learning objective: To understand the basic sequence of instructions (algorithms) in computing by planning a simple movement for a digital character.

Help Kit the fox create a code for his digital friend! Use the sections below to decide what your character will do. Remember, computers need clear, step-by-step instructions to know what to do next.

Word bank: Move · Turn · Wait · Start · Repeat · Sound · Up · Down · Left · Right

1. Character Choice: Which character are you going to code today? Give them a name and tell us what they look like. (2 marks)

2. The Starting Block: What is the very first thing your character should do when you click the green flag? (2 marks)

3. Step-by-Step Code: Write down two instructions for your character. For example: 'Move forward three steps' or 'Play a jump sound'. (2 marks)

4. The Secret Pattern: Can you make your character repeat an action? Tell us what action they will do over and over again. (2 marks)

5. The Finish Line: What happens at the end of your code? Does your character say 'Hello' or change colour? (2 marks)

Extension challenge: If you were using a computer, how would you change your code to make your character move faster? Talk to a partner about your ideas.