

Kit's Coding Adventure: Moving Sprites

Learning objective: To understand that a computer program is a sequence of instructions (an algorithm) and to identify how to make a character move.

Help Kit the fox create a simple dance for his computer game. Look at the blocks and follow the instructions to show how the characters move on the screen.

Word bank: algorithm · block · sprite · sequence · run · click

1. Kit wants his fox sprite to move. If he puts a 'Move 10 steps' block after a 'When green flag clicked' block, what happens when he clicks the green flag? (2 marks)

2. A 'sequence' is the order of our instructions. If we want the sprite to jump then turn, which block should come first? (2 marks)

3. What do we call the little character that we move around on the computer screen? (1 mark)

4. If the sprite is not moving, should we check our blocks or go to the shop to buy an apple? Explain why. (2 marks)

5. Kit has a block that says 'Play sound'. If he puts this in his sequence, what will the computer do? (2 marks)

Draw: Draw a picture of a computer screen showing your own character (your sprite). Draw an arrow next to them to show which way they are moving.



Extension challenge: Can you draw three blocks in the correct order to make a character walk to a tree, turn around, and walk back?