Kit's Coding Adventure: Master the Scratch Stage

Learning objective: I can understand how to create and debug simple programs using coding blocks.

About 15 minutes. Grown-up tip: Ask your child to explain what their sprite is doing in their project using the words on this mat.

Key Vocabulary

Use this vocabulary mat to help you build your own games with Kit the Fox. Read the words carefully before you start your project.

Worked Example: If you want your sprite to move, you need to drag a block from the 'Motion' category into the script area.

Word Categories:
Coding Actions:
- Algorithm: A set of clear, step-by-step instructions to solve a puzzle.
- Sprite: A character or object that you can control on the screen.
- Script: A collection of blocks snapped together to make a sprite act.
- Debug: To find and fix a mistake in your code.
- Sequence: The exact order in which your instructions must happen.
- Loop: A block that tells the computer to repeat an action.

Stage and Design:
- Stage: The area where your characters move and perform.
- Backdrop: The background picture behind your characters.
- Coordinates: X and Y numbers that show exactly where a sprite is standing.
- Broadcast: A way to send a signal to other sprites to start an action.

Input and Events:
- Event: A trigger, like clicking a green flag, that starts your code.
- Input: Information you give to the computer, like pressing a keyboard key.
- Variable: A place to store information, like a score in a game.
- Sensing: Blocks that check if a sprite is touching something else.
- Costume: Different looks or poses for your sprite.

Kit wants his fox …	**If a sprite does no…**	**Explain why the o…**
If you want a spri…	**Look at these inst…** 1. Move forward. 2. Sa…	