

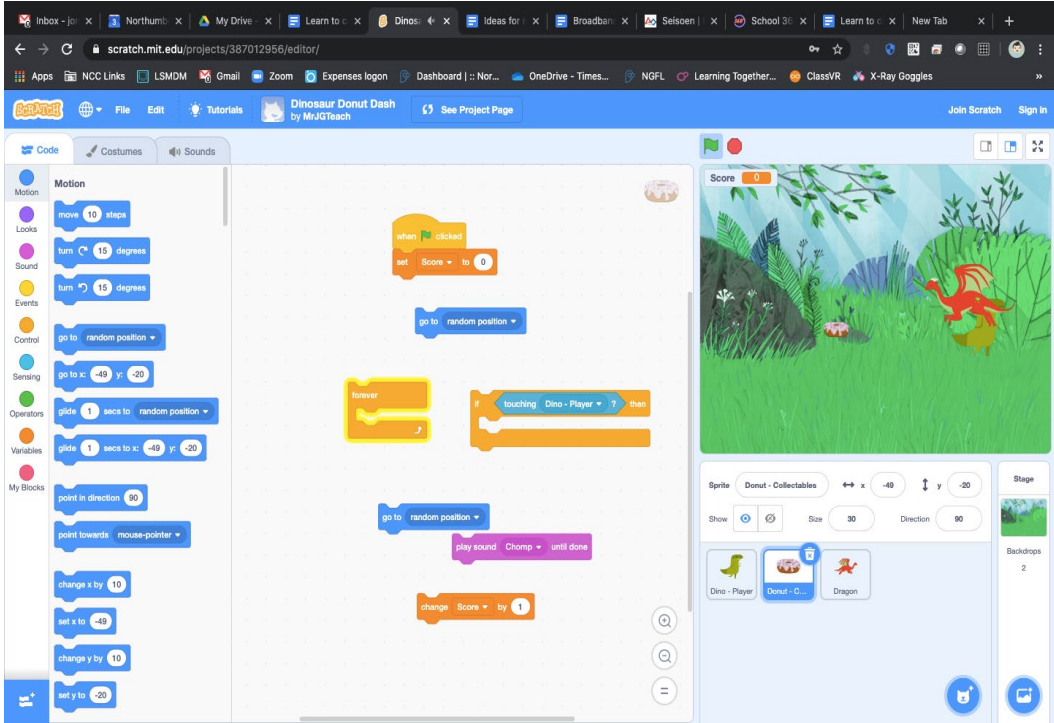
## Year 6 Computing: Home Learning Week 10

Greetings Year 6!

This week's activity focus is: coding a sprite to move on screen.

Take care, stay alert, stay safe!

Mrs P, in ICT 😊

Task	Description
1	<ul style="list-style-type: none"><li>On your computer, open the file that you saved last week (week 9).</li></ul>
2	<ul style="list-style-type: none"><li>We now have our game working - but don't have any way of keeping score or setting the player a number of lives etc.</li><li>Now you need to think about how you want to make your game challenging. If a game is not challenging players will lose interest and quickly move onto another game. Similarly if a game is too difficult players will often quickly choose to play something else. I want to make the player get points every time they collect / hit the item that appears. This code is often best written in the objects section rather than the player. I have used the following blocks, and want the object to change the score when the player hits/ collides with it. The item then needs to move where it is.</li></ul> <p>*Note a variable is something that can change such as the score - You can create your own variables and name them as you wish. In this example the variable has been called 'Score'</p>  <p>The screenshot shows a Scratch project titled 'Dinosaur Donut Dash' by MrJGTeach. The code editor displays several blocks: a 'when clicked' event block followed by 'set Score to 0', a 'go to random position' block, a 'forever' loop containing a 'touching Dino - Player' block followed by 'play sound Chomp until done' and 'change Score by 1', and another 'go to random position' block. The right-hand side shows the game preview with a dinosaur character and a donut collectible. The 'Sprite' panel shows 'Dino - Player', 'Donut - Collectables', and 'Dragon' as available sprites. The 'Stage' panel shows a background image of a landscape.</p> <ul style="list-style-type: none"><li>Once you have your score working when collecting the items, you need to think about what happens when the player's character collides/ hits the computer character?</li><li>In the example game the score resets. Can you find out how to do this? **tip the code will need to be created on the Computer controlled character</li></ul>

3	<ul style="list-style-type: none"> <li>When you have finished the project, save your work by clicking file, then save. We already saved it last week so it should save anything you have done this week as an improvement to your original work.</li> </ul>
4	<ul style="list-style-type: none"> <li>When you have saved it, try uploading it to school 360 again, so that I can see your progress.</li> <li>To do this, first sign into school360 – there’s an instruction sheet on the home learning page if you don’t know how to do this</li> <li>Now click on <b>resources</b>. This is on the main school360 screen.</li> <li>Then click on <b>J2E</b></li> </ul> <div data-bbox="794 427 932 546" data-label="Image"> </div> <ul style="list-style-type: none"> <li>Now click on <b>upload</b> – it looks like this</li> </ul>
5	<div data-bbox="671 658 855 712" data-label="Image"> </div> <ul style="list-style-type: none"> <li>Now click on <b>choose files</b> - This is in the middle of your screen.</li> <li>When you do this, a menu will come up, like it does when we save the work at school.</li> <li>Choose the file you wish to upload – it should be the file you saved before called “scratch sprites and backgrounds *initials*”. If it asks if you want to replace the file of the same name, click on yes.</li> </ul> <p>If you can’t upload it to school360, <b><u>please don’t worry</u></b>! The main thing is, have a go at the task in Scratch!</p>
6	<p>Well done on creating you own computer game - try using these skills to create another game or program using the skills you have learned including:</p> <ul style="list-style-type: none"> <li>Sequential programming</li> <li>Using Loops and Conditions</li> <li>Use of Sounds and Animation with costumes</li> <li>Use of Variables</li> <li></li> </ul>