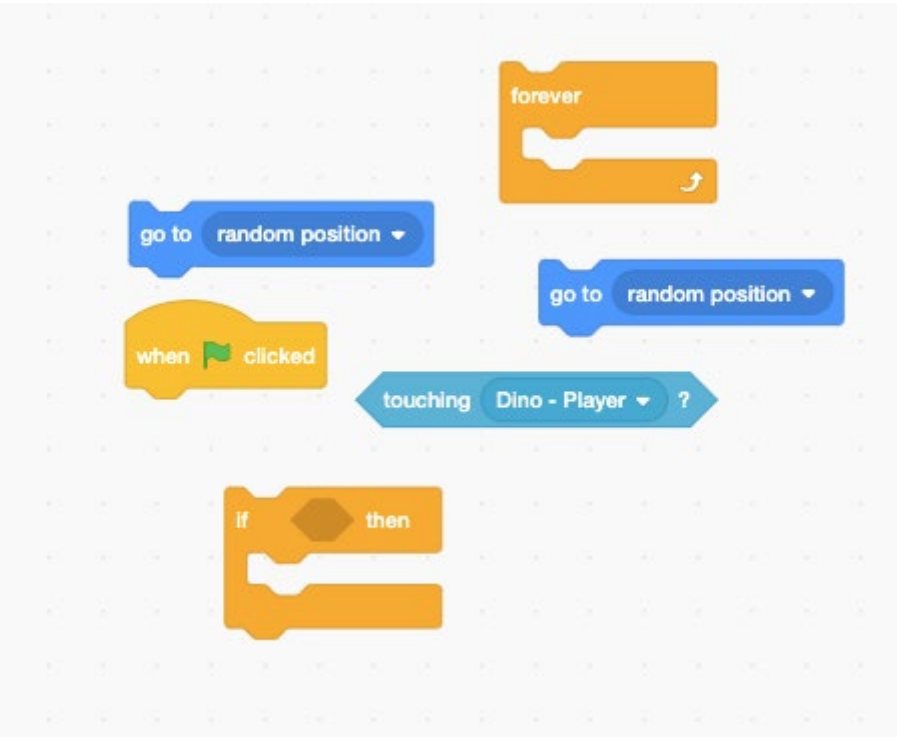Greetings Year 5!

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

Take care, stay at home, stay safe!

Mrs P, in ICT ☺

Task	Description
1	• On your computer, open the file that you saved last week (week 7).
2	• We now have our main characters moving, next we need to get the collectible item to appear in random places and then move once the players character touches this. To start to create the code to do this remember to **click on your object that will be collected**. • Now you need to think about where you want the character to start? Will this stay the same each time the game starts? What happens once the character/ player touches your item? • Here is some code you might find helpful in moving the item once the player touches the item. Can you put it together so that the dinosaur collects the item? Can you put the code in the correct order? •

3	• We now have the start of a working computer game, but we need to start thinking about a way to keep score? Next week's challenge will look at ways to do this.
3	• 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.
4	• When you have saved it, try uploading it to school 360 again, so that I can see your progress. • 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 • Now click on **resources.** This is on the main school360 screen. • Then click on **J2E** • Now click on **upload –** it looks like this
5	 • Now click on **choose files -** This is in the middle of your screen. • When you do this, a menu will come up, like it does when we save the work at school. • Choose the file you wish to upload – it should be the file you saved before called "scratch sprites and backgrounds *intials*". If it asks if you want to replace the file of the same name, click on yes. • If you can't upload it to school360, **please don't worry**! The main thing is, have a go at the task in Scratch!