

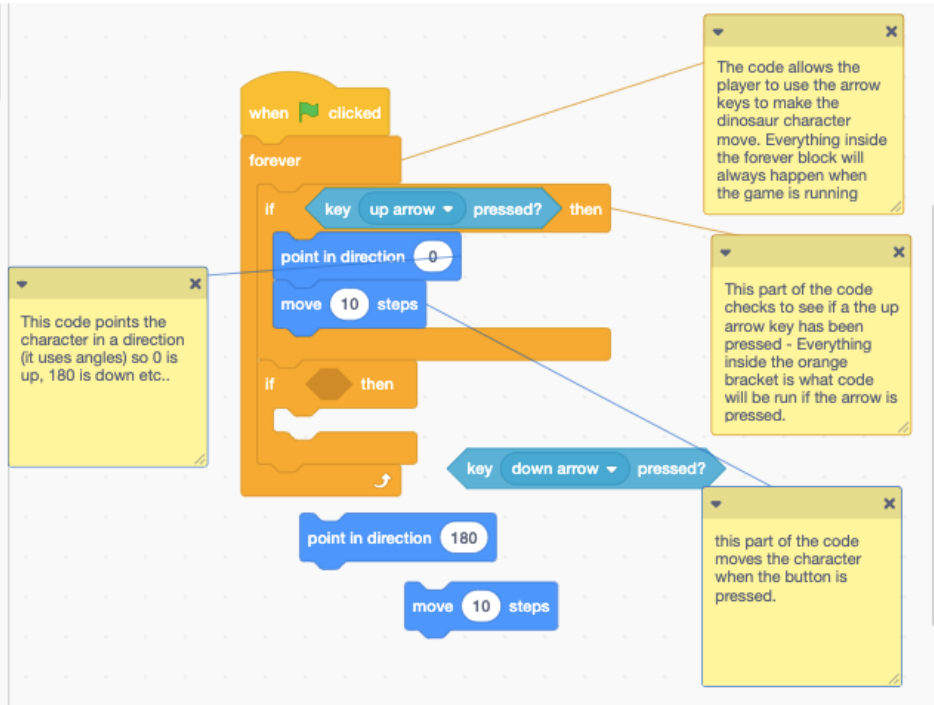
Year 6 Computing: Home Learning Week 6

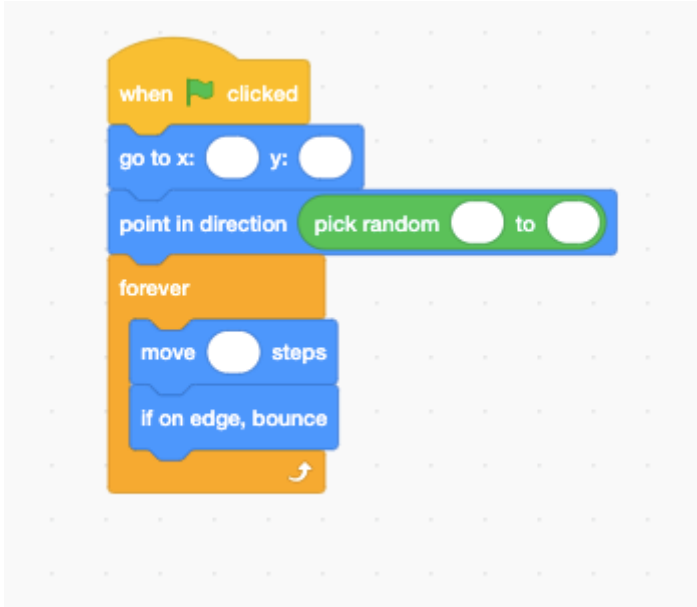
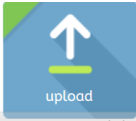
Greetings Year 6!

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	<ul style="list-style-type: none">On your computer, open the file that you saved last week (week 6).
2	<p>Now we have created our characters (sprites) and background for the game we need to start to create a computer program that gets the characters moving. We will need to have 2 different ways of the characters moving one which the user/ player controls and then the computer controlled character.</p> <p>You will need to think about how you want to control the user/ player character I have decided to use the arrow keys. Use the code below to get you started. Start by clicking on your character and then you can use the code on the left side of the screen to start to create the computer program you need. (colours match the different types of codes)</p>  <p>Can you use the 3 blocks to now see if you can get your character to move down the screen?</p> <p>Once you have this working see if you can then find out how to get your character to move left and right.</p>

3	<p>Computer controlled character. First click on the character which will be computer controlled. This character will not need to wait for buttons to be pressed to move. We want the character to bounce around the screen in random directions (giving the user/ Player something to dodge)</p> <p>Here is some code to get you started - however it is missing information - try different numbers to see how this affects the characters movement.</p>  <p>Remember to keep testing your game using the green flag - all of the code above is an example and can be changed to best suit your game.</p>
3	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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	<div data-bbox="694 174 868 210" data-label="Image"> </div> <ul style="list-style-type: none"> • 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 *initials*”. 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, <u>please don’t worry!</u> The main thing is, have a go at the task in Scratch!
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