1. Building on previous learning…

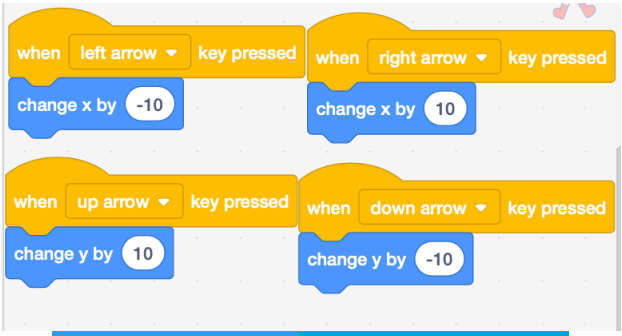
Coding algorithms and debugging.
Even Year - Create a background picture of a Stone Age settlement. Create 2 moveable stone age sprites. Create a 3rd sprite linked to the stone age. Odd Year - Create a background picture of Ancient Greece landmark. Create 2 moveable Ancient Greek sprites. Create a 3rd sprite linked to Ancient Greece.

Vocabulary

x axis = left and right
y axis = up and down
Negative x axis number = move left
Positive x axis number = move right
Negative y axis number = move down
Positive y axis number = move up.
Algorithm
Debug
Scoring
Variables

Knowledge block 1

Watch: tutorials - "move arrow keys" to refresh
Allow 2 players to control a character each.

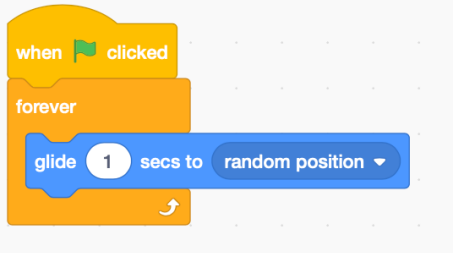


CODING
Go to "scratch" and click "create"

Upper KS2
Coding
History Link
Unit end points
Coding create a 2 player game where you animate 3 sprites and score points against each other.

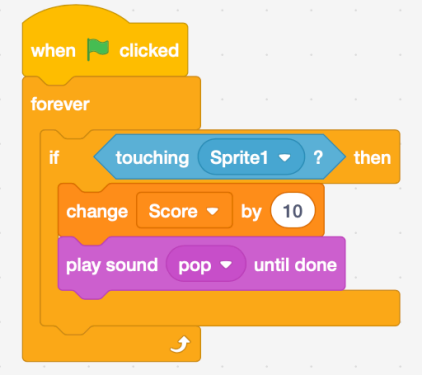
Knowledge block 2

Create a 3rd sprite on the screen for both players to chase linked to the topic.



Knowledge block 3

Create 2 score boards (variables) one for each player to allow each to score separately when the object is touched.



Knowledge block 5 - Debugging

Change 3 things in the code of your game which make it not be able to be played or not work properly.
Ask a friend to try and make your game work properly again.

Knowledge block 4

Extensions -What other factors can you add to your game? Can you create obstacles the players cant touch or their score will reset? Play around with the commands and watch the tutorials for more ideas and build further complexity into your game.