

ScratchJr: make it move to a goal

technology

Words to use

Goal · Sequence

Our question

Can we plan and build a short ScratchJr sequence so our character reaches the goal?

I predict...because...

What we found out

Draw your plan – an arrow for each move, a dot for each stop

Did your character reach the goal, go past it, or stop too soon?

What went wrong (too far, too short, or wrong way), and how did you fix it?

Draw what you changed

