

LESSON 12

Ready, Set, Race! Programming Speedy Sprites

30 minutes

Creative Stories

WHAT THIS LESSON DOES

Get ready to create an exciting animal race in Scratch Jr.! You'll learn to add sprites, set backgrounds, and programme movements. Adjust speeds to make your characters race across the screen and see who wins!

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply basic programming concepts using Scratch Jr.
- Manipulate sprites by adding, removing, and controlling their speed.
- Apply sequencing skills to create a desired outcome in a digital project.
- Develop critical thinking by predicting and observing the outcome of the programmed race.
- Explore creativity by designing and programming a unique race with different sprites.

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HOW THE LESSON RUNS

Introduction

Adding the Sprites

Changing the Background

Adding the Movements

Changing character's speed

Running the Race

Free Play