

# Making a game in Scratch Junior



**KS1-Computing** 

MGL







Before you start your game, here is some important words you will need to understand!

- **Commands/ Code** Instructions that tell your computer to carry out an action.
- **Sprite** A character or an object
- **Test** To check if your program is working correctly.
- Ok, let's start.....



## Step 1- Open Scratch Junior App

- Open the Scratch Junior App on a tablet or phone.
- Start a new project.



#### Step 3 - Add a Sprite.

- Click the 'add' sign on the ulletleft.
- Double tap to add a sprite. ullet



#### **Step 2- Delete the Cat**

Tap and hold on the Cat.Click the red cross to delete.



## Step 4 - Adding a background

- Click the background icon (top middle).
- Double tap to select a background.



## **Step 5 - Add code to Sprite.**

- Drag and drop to add this code.
- Test your code by tapping the sprite, does it move?



## **Step 6 - Add another Sprite.**

- Tap the add sign to add another sprite.
- Add this code.
- You will need to tap on the number below the arrow to change the number.



## **Step 7 - Play with a family member!**

OK, so your game is ready....

- Select the Full Screen Control
- Challenge your family!
- Tap the green flag and then see if you can make it to the other side of the screen.

