

OBJECTIVE	MILESTONE INDICATORS	BASIC ACTIVITIES	ADVANCED ACTIVITIES	DEEP ACTIVITIES	RESOURCES
<p>To code using scratch</p>	<p>Control motion by specifying the number of steps to travel, direction and turn.</p> <p>Control when drawings appear and set the pen colour, size and shape.</p> <p>Specify user inputs (such as clicks) to control events.</p>	<p>Plan an algorithm to move a spaceship from Earth to the moon.</p> <p>Implement algorithms on floor turtles.</p> <p>Implement algorithms as programs on a screen sprite using simple blocks without parameters.</p> <p>Debug their programs</p> <p>Solve the Earth-Moon challenge on a device.</p> <p>Adults will support.</p>	<p>Plan an algorithm to move a spaceship from Earth to the Moon and then to Mars.</p> <p>Follow instructions as if they were a robot.</p> <p>Use logical reasoning to predict what their programs will do.</p> <p>Solve the Earth-Moon-Mars challenge.</p> <p>Adults will remind and guide children.</p>	<p>Implement algorithms as programs on a screen sprite using blocks with parameters.</p> <p>Find particularly efficient, elegant or original solutions to these challenges.</p>	<p>Scratch</p> <p>Bebots/Roamer</p>

Steps of the task

- **Make instructions(algorithms) using themselves as the rocket to take steps and turns to physically make the trip between Earth and the Moon. Then the task of adding another planet.**
- **As above but with floor turtle.**
- **Create a sprite and background**
- **Program the spaceship**
- **Move the spaceship from one planet to another.**
- **Add a third planet.**