**Task A: Creating a Game in ScratchJr [15]**

**Steps:**

1. Create the Program: /1

 - Open ScratchJr on your device.

 - Create a new project.

2. Select the Cat Walking Character: /1

 - Tap on the "Add" button at the bottom of the screen.

 - Choose the "Character" tab.

 - Scroll through the characters and select the Cat Walking character.

3. Add code to the Cat Walking Character: /2

 

4. Test the Code: /2

 - Click on the purple message block to test the code.

5. Identify the error in the move right block: /2

 - Examine the move right block and identify any errors.

6. Add the Soccer Ball and Code: /2

 - Tap on the "Add" button.

 - Choose the "Character" tab.

 - Select the **Soccer Ball character**.

- Add code to the Soccer Ball character according to the provided algorithm. /2

 

Here is the code for this algorithm

  

7. Test Your Program. /3

 - Observe the behavior of the Cat Walking and Soccer Ball characters.

 - Determine if the program produces the desired result.

 - Identify any errors and make necessary adjustments.

|  |
| --- |
| **Rubric for ScratchJr** |
|  | 1 | 2 | 3 |
| Open project |  |  |  |
| Able to use basic block |  |  |  |
| Able to add the characters  |  |  |  |
| Able to find the error and Run the code |  |  |  |
| **Key**:1. Needs more opportunity to develop this skill.
2. Beginning to demonstrate this skill.
3. Has achieved this skill.
 |