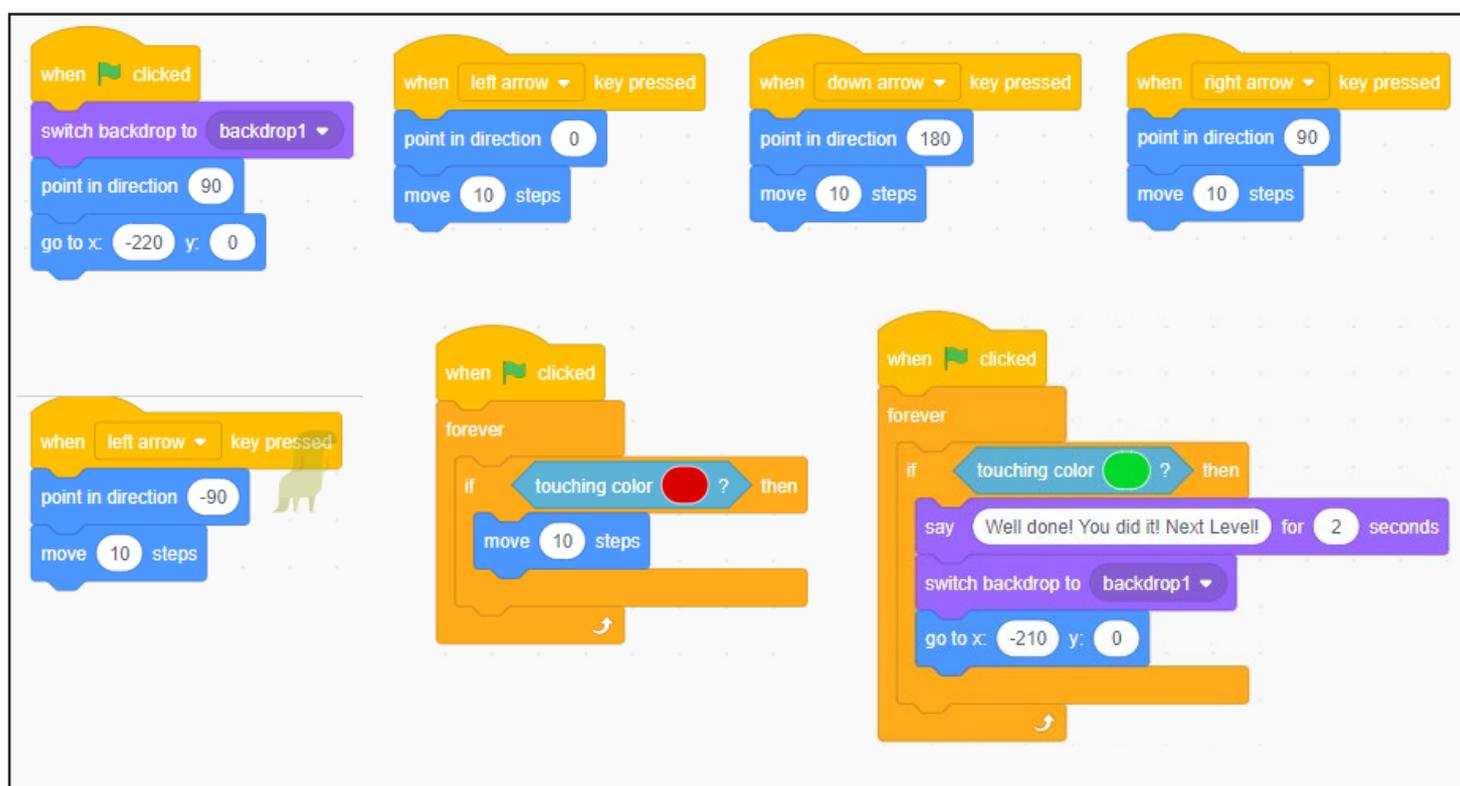


Characters and Backdrops

Children's individual solutions to creating the script may vary but trial and error and experimentation with ideas should be encouraged. It is good practice to save the coding file regularly. Children could also be directed to use 'Save As' in order to save different versions of their code, making it easier to return to a previous version in the event of errors.

The adapted code with a new backdrop added as next level could look like this:



The relevant changes from the previous lesson appear at the beginning and end of the code provided. A new block is added at the start to switch the backdrop to Level 1 at the beginning of each game. Two new blocks are added in the final section of script to switch the backdrop when the level is complete and send the sprite back to a starting position.

Notes for Using the Backdrop Editor

When drawing shapes, ensure a filled rectangle is selected rather than just an outline. The rectangle is drawn simply by clicking and dragging for the desired size. However, note that the shape cannot be moved once it is drawn. An Undo button exists at the top of the screen.

The fill tool has an option for a gradient fill. Two colours can be customized by clicking on the two separately selected colours on the left of the palette.

Some Potential Debugging

If the sprite appears to 'jump' positions when 'Point in Direction' is clicked, return to the sprite editor and check that the sprite is in the centre of the canvas.

If the sprite does not turn to the expected direction indicated by a block in the script, return to the editor and check that the sprite was not rotated from its initial position.