

Notes:

The first part of the program uses a loop to keep the spaceship moving forward slowly. This part of the program will keep running once the green flag is pressed.

The two **when key pressed** events use inputs. These short sections of code only run when the key press happens - when there is an input.

Teaching:

Show pupils the finished program.

Ask them what they think are the rules that make the program work - the algorithm behind it.

Get them to complete the following sentences orally / or to note them down.

- all the time the rocket..
- when the key ... is pressed then the rocket..
- when the key ... is pressed then the rocket..

When pupils are doing challenge number two, make sure they select the stage icon before starting to draw. If they don't they may draw their background on top of the spaceship - causing it to move when the spaceship moves!

To make the boost code they need to create something like this:

