Name _____Group _____Date _____Class _____

Pseudo-Code Draft

To animate your simulation in Scratch (either as a story or a game), consider the sprites you will need and the actions you want them to take. Writing the instructions, or pseudo-code, on paper first will help you solve problems and code more efficiently. Add rows as needed.

SPRITE 1	SPRITE 2	SPRITE 3	SPRITE 4
WHAT WILL IT DO? (scripts, costumes, sounds)	**WHAT WILL IT DO?** (scripts, costumes, sounds)	**WHAT WILL IT DO?** (scripts, costumes, sounds)	**WHAT WILL IT DO?** (scripts, costumes, sounds)