

**Stage One** Write an algorithm to show how your sprite will move and ones to show how it will steer. The movement one has been done for you but you can change it if you want to.

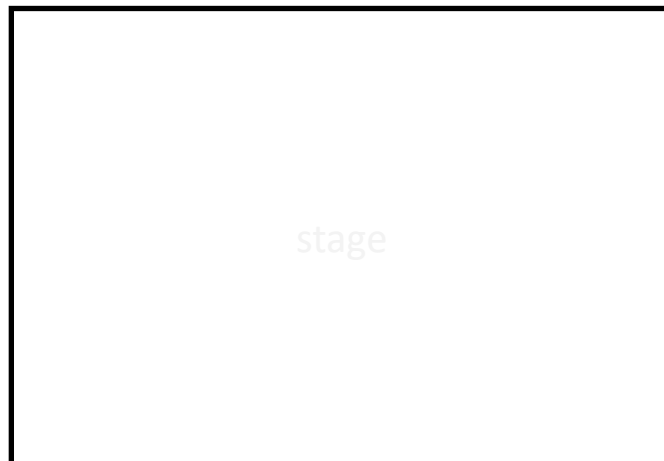
**Forever**

**Move 1 step**

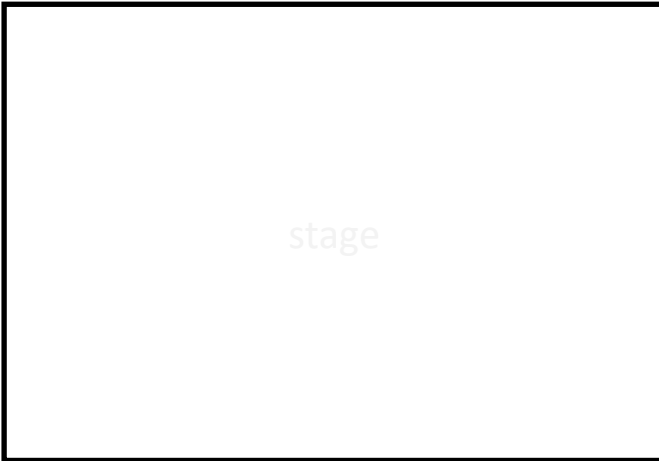


Key conditions may be useful for steering

**Stage Two** Draw your stage background, mark in your colours, write algorithms to show what your sprite will do when it touches the colours



Stage Three Draw and write what extra additions you would like to make



move 1 steps

move -1 steps

turn ↻ 15 degrees

turn ↺ 15 degrees

point in direction 0

point in direction 90

point in direction -90

point in direction 180

say Hello!

think Hmm...

show

hide

switch costume to costume2

switch costume to costume1

next costume

change color effect by 25

change fisheye effect by 25

change whirl effect by 25

clear graphic effects

change size by 10

change size by -10

set size to 100 %

set size to 50 %

pen down

pen up