



You need to get a good idea of who has been working well, if you are to issue any prizes next lesson.

1 minute


Objectives

**MUST**


- Update your project plan
- Make your project by creating sequences

**SHOULD**

- Refine and adapt your sequences
- Explain how your sequences work

**COULD**

- Use a combination of software tools (e.g. graphics software to make sprites)
- Develop efficient sequences



Mr James






Today's objective – to carry on completing their project.

Activity 1

Create your project!

40 minutes

- Use your project plan to help you construct suitable sequences
- Where to get help...
 - Scratch reference guide
 - Each other
 - Teacher
 - Before me, ask someone else!
- **THINK** carefully about the **SEQUENCES** you will need.



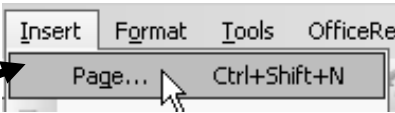

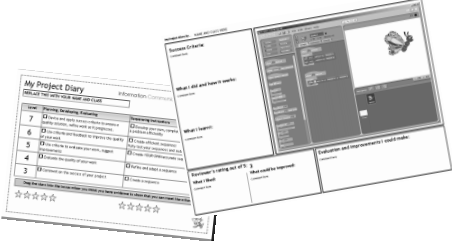
You may wish to show students an extract from the reference guide.

10 minutes

Activity 2

Update your project diary

- Update project diary
- To insert a new page...
 - Click Insert->Page

Students to update their diary – make sure they're filling it out correctly.

Next Lesson...

- Finishing Touches
- Award ceremony



Next lesson teaser...