

Activity 1 Feedback

10 minutes

- Load your scratch project so far
- Load the worksheet 'feedback.doc'.
- SWAP seat with another person
 - Fill out their 'feedback.doc' document



Mr James

1 minute

Objectives



- Create sequences for your project
- Comment on the success of your project



- Refine and adapt your sequences
- Evaluate the quality of your work



- Develop efficient sequences
- Apply criteria and feedback to improve the quality of your work



Mr James

Activity 2

15 minutes

Create your project!

- 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.



Mr James

Activity 3

15 minutes

Evaluate your project

- Fill out evaluation.doc
- REMEMBER - it's not just about the project itself, but about your performance!



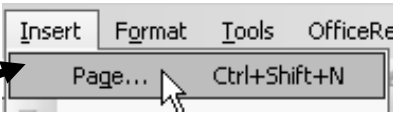
Mr James

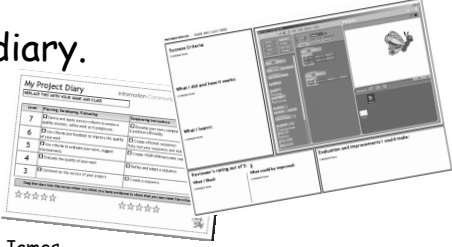
15 minutes


Activity 4

Update your project diary

- Update project diary
- To insert a new page...
 - Click Insert->Page
- CAREFULLY DELETE any unused pages
- PRINT your project diary.







Mr James

Students to update their diary – make sure they're filling it out correctly.
Once they've carefully checked everything, students should then print their work

Prizes...

- Best game:
- Best animation:
- Best performance:
- Best project diary:



Mr James