My Project Diary **S** Information Communication Technology

M B

Level	Planning, Developing, Evaluating	Sequencing Instructions
GD	☐ Scope the information flow through the system ☐ Devise and apply success criteria to ensure a quality solution, refine work as it progresses.	☐ Develop your own, complete project that solves a problem efficiently
S	⭐ Plan & develop solutions efficiently ⭐ Use criteria and feedback to improve the quality of your work	☐ Create efficient sequences Fully test your sequences and reduce 'bugs'
D	⭐ Use a combination of software to implement your plan ⭐ Use criteria to evaluate your work, suggest improvements	⭐ Create YOUR OWN accurate sequences
D	⭐ Implement a plan ⭐ Evaluate the quality of your work	⭐ Refine and adapt a sequence ⭐ Explain how your sequence works
E	⭐ Plan how to solve a problem ⭐ Comment on the success of your project	⭐ Create a sequence

Drag the stars into the boxes when you think you have evidence to show that you can meet the criteria.

⭐ ⭐ ⭐

E:V GOOD

Scratch Basics

Complete the table below by colouring in the boxes, then give an example of a command in each category .
One example has been done for you.

	Motion		Control
glide 2 secs to x: 0 y: 0 / go to x: -100 y: -100 / glide 2 secs to x: 0 y: 0		when space key pressed / forever	
switch to costume costume2 / say Let the show begin! for secs / say Thank you	Looks		Sensing
		color is touching ? / touching color ?	
	Sound		Operators
play sound fanfare until done		pick random 1 to 10	
	Pen		Variables
clear / set pen color to 0		hide variable List / set List to 0	

Success Criteria:

-To make the girl change costume three times.

-To make the dancer hide and appear on a broadcast.

-To make a sprite speak to the other sprite.

What I did and how it works:

I got the girl to change her costume a few times as well the street dancer hiding and then coming in and saying hello and I love your dancing to the girl that that was there.

What I learnt:

I have learnt how to use the simple basic's of the game e.g. how to move the sprite and make then hide and the reappear using a broadcast.

E:V GOOD

E: Proofread always
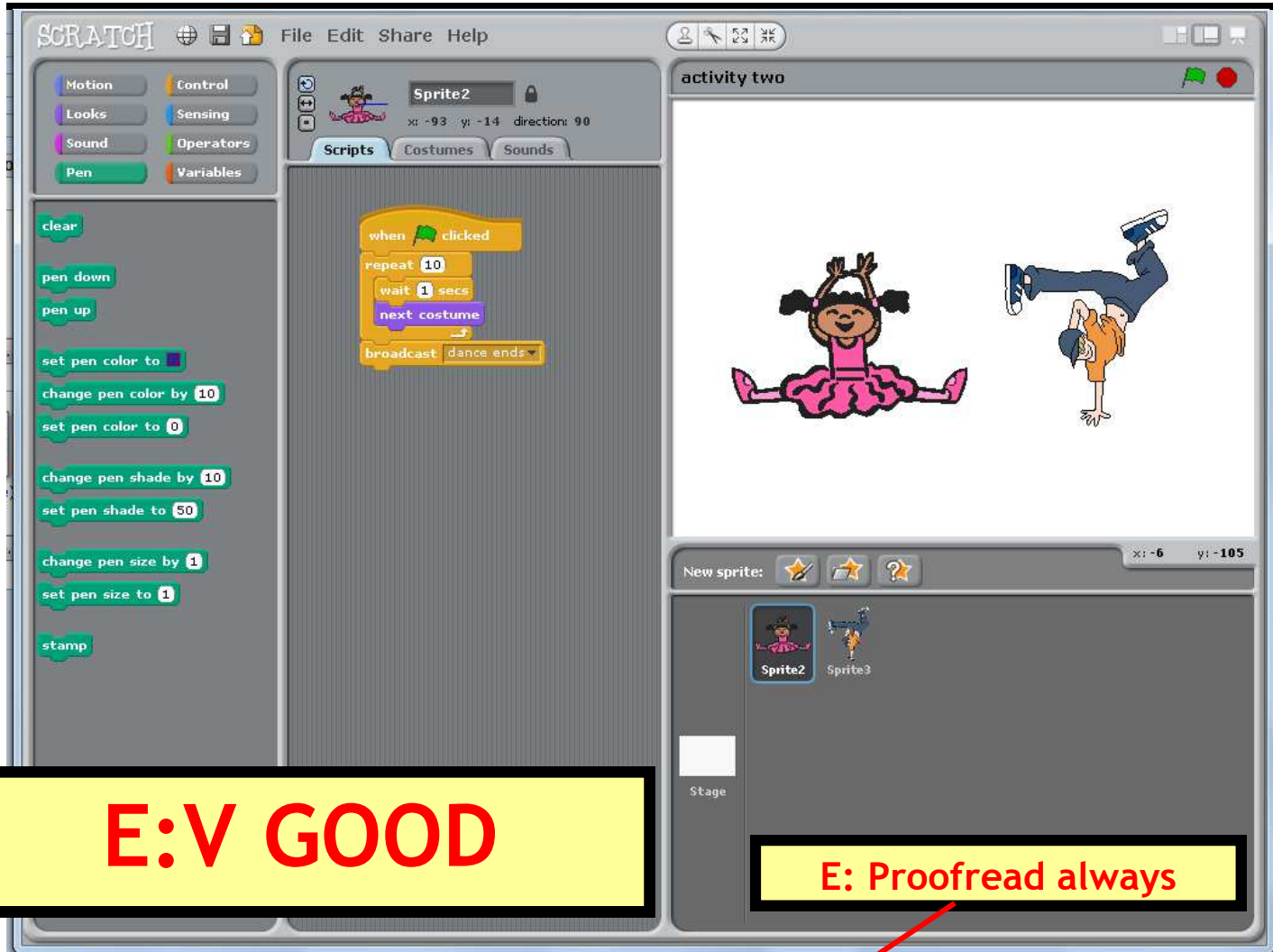
Reviewer's rating out of 5: 4

What I liked:

I liked using this game and making the sprite appear and and this was simple which made it more fun.

What could be improved:

I could improve on adding a broadcast so the girl could leave or she   could say something back to the   dancer.

Evaluation and Improvements I could make:

I think I done well today and got everything this would told, it was simple and easy to do and I could improve on what instructions I put in the game because I kept putting the wrong ones in which made the game not work.

E: Keep improving in your evaluation techniques.

Success Criteria:

-To make sure all the fish move and bounce off the sides without going upside down.

-To add the right costumes for the fish.

-To make sure the shark eats the fish and they disappear. ✓

-Learn how to change a background.

What I did and how it works:

I got the shark to swim around the stage with the fish also eating them using the script to make sure the don't move too fast and they also disappear when they have been eat-en. ✓

What I learnt:

I have learnt how to add a score in my game so the player can earn points and also how to change the back- different scenes. ground of the stage to create ✓

E:V GOOD

Reviewer's rating out of 5:

What I liked:

I liked learning how to make a game and how I can create a real life like game which was not to hard to do.

What could be improved:

By adding a countdown timer to the game so the player wont have to keep playing and playing and also by adding a game over screen. ✓

Evaluation and Improvements I could make:

I am happy with what I created today however I didn't finish on time because I didn't get some of it like adding a countdown timer and other important things of the game.

E: Keep improving in your evaluation techniques.

Success Criteria:

Comment here

What I did and how it works:

Comment here

What I learnt:

Comment here

Put your screen shot(s) here

E: WHY IS THIS BLANK??.

Reviewer's rating out of 5:

What I liked:

What could be improved:

Comment here

Evaluation and Improvements I could make:

Comment here

Success Criteria:

-To complete my game.

-To make sure the game is suitable for my target audience.

-To make sure the game runs as smooth as possible.

✓

What I did and how it works:

Today I made a game because the last lesson I was ill. I got my chosen sprits and made a new game with them. I made them dance and also change the background of the game. I made this happen by using the script.

✓

What I learnt:

I learnt how to change the different backgrounds during the game and also making the sprites reappear and disappear this made the game a lot more fun and suitable for my target audience.

✓

E:V GOOD

Reviewer's rating out of 5:

What I liked:

I liked learning how to make a game using this software and to know how easy it can be if you understand how to use it.

What could be improved:

Because I only started in this lesson I didn't get to finish my game to a high standard and also I would of like to of added music to the game I made.

✓

Evaluation and Improvements I could make:

I think I could make quite a few improvements. Like I said before I missed an important lesson so I didn't get to finish my game the standard I wanted to. My game didn't run too smoothly so I would of needed to go back and watch my game to make sure it runs as smooth as possible. To make my game better I cold of also added music to my dance this would make it a lot more interesting.

E: Good attempt at evaluating but stop being repetitive when evaluating.

Success Criteria:

-To complete project plan, feedback, project diary and my evaluation.

-To make sure all my work is complete to a high standard.

What I did and how it works:

Today I finished all of the things above I needed to complete by writing up my evaluation and the rest of the work set today.

What I learnt:

I learnt how to complete my work to a high standard so I can get a better level then I would of If I had just left y work to a poor standard.

Part 1: Does your SCRATCH game look the way you **intended**?
I am happy with the way my game came out but I had missed an important lesson so I only started today so my game could have been more successful.

Part 2: Is the stage and characters **suitable** for the **target audience**?
Yes I think the stage and characters are suitable for my target audience chosen because it's not too grown up or too young.

Part 3: Are the game controls **clear** to understand and **simple** to use?
There are no controls in my game apart from clicking on the start green flag and the stop red button, so they are simple and very easy to understand.

Part 4: What do you think about the **speech** and **sound** used in your game?
I didn't have time to add sound to my game because as said above I was ill and missed a lesson however I am happy with the speech I used and it is easy and suitable.

Reviewer's rating out of 5:

What I liked:

I liked evaluating my work and seeing what I could improve on to get a high level.

What could be improved:

I still didn't get to finish my game so I could improve on this by completing my game I have done to get a higher level however I am happy with what I produced.

Evaluation and Improvements I could make:

I have enjoyed using scratch and learning a whole new things. Sadly I didn't get to finish my game to the stranded I wanted to however the game I produced in the lesson I am happy with and it makes sense which is a good thing. There is still a few things I do not get about scratch but going home and playing on it will help me learn new things independently .

E:V GOOD