

# My Project Diary

**GD**

Information **Communication** Technology

AS

**E: Needs improvement.**

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









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

I think that I have done all of the things with stars in throughout this project



## 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.

<p><b>MOVE 10 STEPS</b></p> <p>or</p> 	<p><b>Motion</b></p>		<p>Control</p>
	<p><b>Looks</b></p>		<p>Sensing</p>
	<p><b>Sound</b></p>		<p>Operators</p>
	<p><b>Pen</b></p>		<p>Variables</p>

## Success Criteria:

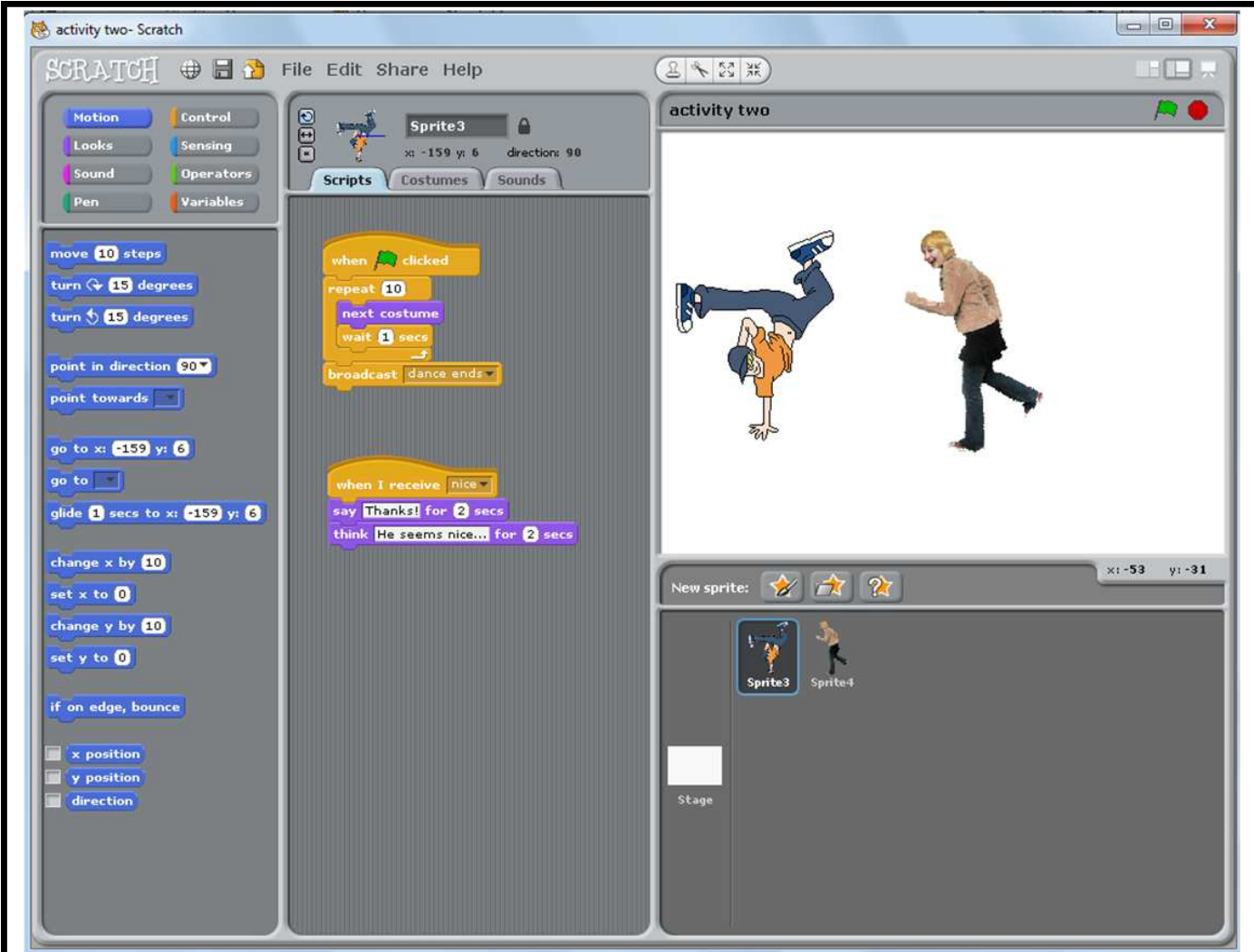
Have a successful costume change for the dancing sprite and have a conversation between the two sprites I'm using.

## What I did and how it works:

I made the dancing sprite have a costume change so that it looked like it was dancing as the 3 costumes were linked and made it look like the sprite was moving. I also used a broadcast so that a conversation could take place.

## What I learnt:

I learnt how to use costume changes and broadcasts to create a conversation scene. I also learnt how to make sprites 'think' things.



## Reviewer's rating out of 5: 3

### What I liked:

I liked that there was a conversation between the sprites. The timing of it was also correct, it flowed well throughout the animation.

### What could be improved:

You could add sound, maybe even get the other sprite to dance or instead of appearing out of nowhere, have it to walk over.

Marked by K.Z.

## Evaluation and Improvements I could make:

I could add more sprites to dance at the same time, have a longer conversation, add a background and add music or just sounds to make it more interesting to watch.

**E:V GOOD**

## Success Criteria:

To get a game which had sprites and a background that worked with the theme. Have at least 5 fish in my game. It has a score variable which will go up everytime the shark eats a fish. Have a timer.

## What I did and how it works:

I did everything above except the timer as I don't know how to do it. I tried different methods but it kept getting stuck and didn't work. I got all the fish and shark to move correctly. After Ndidi helped me sort out Scratch the score variable worked (I did the script for it correctly but for some reason it didn't work).

## What I learnt:

I learnt a lot more about programming and variables. I know how to make a simple game and set up a stage, sprites and a simple script independently. I can use commands and controls to make a programme.



## Reviewer's rating out of 5: 4

### What I liked:

The variety of sprites and how fluent the game plays.

### What could be improved:

Add a countdown

Reviewed by: J. J. W

## Evaluation and Improvements I could make:

I really like how my game works and looks. It works really well the only thing I would improve would be to maybe try and make the fish more spread out as they *regenerate*.

I would also add a timer to my game to make it more fun to play.

**E:V GOOD**

## Success Criteria:

Works with the music, the sprites move in time with the music, the lyrics and speech are at the right times and work with the music, the costumes change at the right time, all the sprites stay the right way up and I manage to complete the song

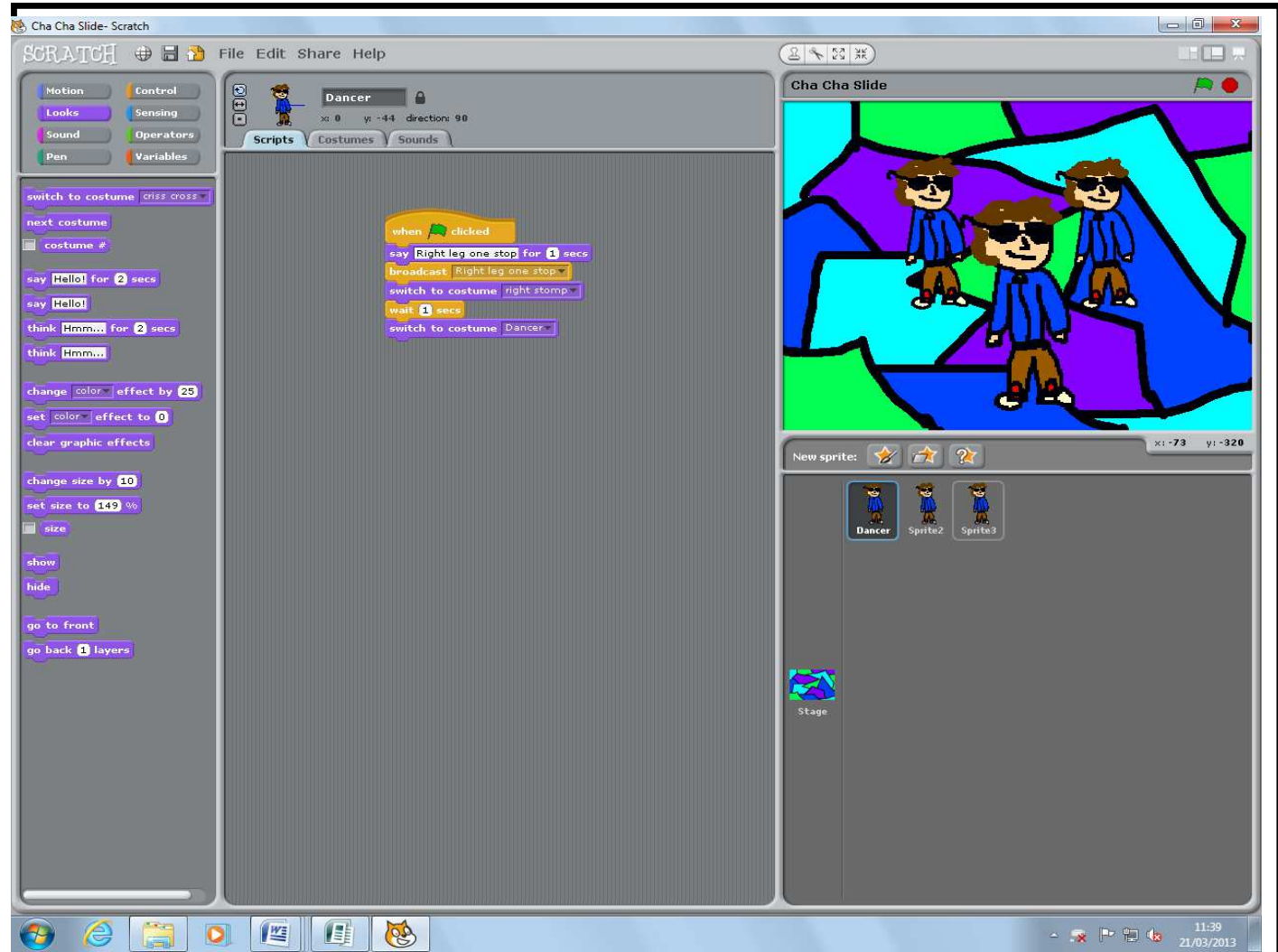
**E: Align your sentences properly.**

## What I did and how it works:

I've used broadcasting and speech bubbles to make it look like the sprite at the front is singing and when the ones at the back receive the broadcast the sprites costumes all end at the same time.

## What I learnt:

I learned a lot more about broadcasting, how to make my own sprites and backgrounds, how to change the costumes of my own sprites and use the receiving of broadcasts so that it works to the music.



## Reviewer's rating out of 5: 4

### What I liked:

I like the idea of the movements matching what the dancer is saying. The timing is also very good.

### What could be improved:

You could add the song to match it. Maybe try adding different backgrounds too.

Reviewed by: K.Z.

## Evaluation and Improvements I could make:

Add music to make it more enjoyable and to complete my success criteria, make the costume changes flow more in their sequence (so it looks more like dancing) and make my script a lot longer so that it fills in the whole piece of music (basically, complete the dance party to the music track)

**E: Good attempt, Keep improving in your evaluation techniques.**