**My Project Name:**

**Description:**

**Link to game :**

| **Criteria** | **Examples** | **Student self check**  | **Comments about your own Project** |
| --- | --- | --- | --- |
| Background Change | About Me, Pong Game |  |  |
| At least 2 Sprites | About Me, Virtual Pet |  |  |
| Sprites can move by varying size, costume, direction, speed, and position on screen | Mouse Trail, Pong game, Virtual pet  |  |  |
| Add timers/counters that work | Virtual Pet, Pong game, Clicker game |  |  |
| Sound included | Virtual Pet, Clicker game, Catch game |  |  |
| Incorporate inputs and outputs  | Palindrome  |  |  |
| Use a range of special effects and sounds, including sensing and transformation |  |  |  |
| Incorporates repeats and waits into code | Catch game, Virtual Pet |  |  |
| Incorporates loops, conditional statements  | Nested loops, Palingdrome, Pong game  |  |  |
| Activity is cohesive and efficient  |  |  |  |
| Create sub programmes as resources for your learning context  | Four transformations |  |  |
| Transport objects using the Backpack  | Backpack,  |  |  |
| Able to remix other people’s projects  |  |  |  |
|  |  |  |  |

Meaning of colours:

Green = AT

Blue = Above

Purple = Beyond