



University Learning in Schools

Computing

**Games Programming in
Scratch: Homework**

Lesson 6



Name:

Form:

Self-Evaluation HW

WWW: (Be specific with things you created in your game)

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EBI: (Think about things that did not work well or improvements that could be added)

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What was the most difficult part of completing your game?
How did you manage to get passed this?

Explain the importance of the forever block in your game. Why does looping some scripts make the game work properly?