



University Learning in Schools

Computing

Game Creation in Scratch

**Project Mark Sheet
and
Self-Assessment Grid**



Project Mark Sheet

Skills gained	
Grade for effort	

Target Level

Level Achieved

Teacher comment:

www (what went well)	EBI (even better if...)
Literacy Comment:	

Pupil comment:

WWW	EBI

Focus	Level 3	Level 4	Level 5	Level 6
Flowcharts and Designs	I can design a simple algorithm to solve a problem. <input type="checkbox"/>	I can independently write algorithms to solve a number of problems. <input type="checkbox"/>	I have designed, implemented and refined some algorithms. <input type="checkbox"/>	I have thought of my own problems and written algorithms to solve them. <input type="checkbox"/>
	I have used basic backgrounds and sprite costumes using support. <input type="checkbox"/>	I have used basic backgrounds and sprite costumes with no support. <input type="checkbox"/>	I have created my own background and used a sprite with multiple costumes. <input type="checkbox"/>	I have used more than one background and or sprite costume to improve my game. <input type="checkbox"/>
Implementation	I have given a sprite basic movement. <input type="checkbox"/>	I have used more than one type of movement for my sprite. <input type="checkbox"/>	My sprites interact with each other when they touch. <input type="checkbox"/>	My sprite uses movement and different messages to display events to the player. <input type="checkbox"/>
	I have used an IF statement in a working program. <input type="checkbox"/>	I have used if statements to produce different outcomes. <input type="checkbox"/>	I have used if statements and randomisation to change appearance of my sprite. <input type="checkbox"/>	I have used if statements and randomisation to change sprites and obstacle appearance. <input type="checkbox"/>
	I have used operators to detect where my sprite is. <input type="checkbox"/>	I have made good use of operators and variables to change my game based on where my sprite is. <input type="checkbox"/>	I have made use of operators and variables to create a working score. <input type="checkbox"/>	I have used variables to create a score and implement the use of a gravity variable. <input type="checkbox"/>
	I have created a game that has few errors with some help. <input type="checkbox"/>	I have created a working Flappy Bats game with correct features. <input type="checkbox"/>	My error-free completed Flappy Bats game has correct features and a working high score. <input type="checkbox"/>	My flappy bats game has all features and high score that keeps track of recent progress. <input type="checkbox"/>

Evaluation and Assessment	<p>I have taken screenshots of the relevant parts of my game. <input type="checkbox"/></p> <p>I have written a simple self-evaluation of my digital imaging unit, with WWWs and EBIs. <input type="checkbox"/></p>	<p>I have taken screenshots of relevant parts of my game and the code related to it. <input type="checkbox"/></p> <p>I have written a reasonable self-evaluation using WWWs and EBIs for the unit containing some detail. <input type="checkbox"/></p>	<p>I have taken screenshots of relevant parts of my game and code and briefly explained it. <input type="checkbox"/></p> <p>I have written a good self-evaluation using WWWs and EBIs for the unit containing specific detail. <input type="checkbox"/></p>	<p>I have taken correct screenshots of relatable parts of my game and code, whilst fully explaining what I have created. <input type="checkbox"/></p> <p>I have written an extensive self-evaluation that has specific WWWs and EBIs as well as features that could be added to improve my game. <input type="checkbox"/></p>