

## End of Unit Assessment | Computing | Year 5 | Scratch: Developing Games

All	Most	Some
Children will be able to move and edit blocks as part of an algorithm.	Children will be able to program an algorithm as a sequence of game instructions with actions and consequences.	Children will be able to add additional effects and features, such as sound or point-scoring, to enhance the appeal of a game.
33%	33%	33%
Name Name Name Name	Name Name Name Name	Name Name Name Name







# NC Aims Covered in Scratch: Developing Games

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
I can design and program a character game.	I can design my own characters and backdrops.	I can add features or effects to enhance a game.	I can create an original animated game with a specific goal.	I can program costume changes for a sprite.	I can add point-scoring and levels to game code.
I can draw a background using blocks to make a maze.	I can draw a background using blocks to make a more complex maze.	I can add appropriate commentary to a code.	I can create appropriate backdrops and sprites.	I can design new costumes for an existing sprite.	I can identify new features to be added to a game.
I can select and change a character (sprite).	I can use tools to draw my own character (sprite).	I can add sounds as a consequence of an action.	I can plan sequences of instructions (an algorithm).	I can design code that switches from one costume to another.	I can create a variable.
I can program commands that control the movement of a sprite.	I can program commands that change the backdrop.	I can create events as a consequence to another action.	I can translate logical instructions into coding language (blocks).	I can add appropriate effects to complement a change of costume.	I can use code to increase the value of a variable.
I can program consequences for specific actions.	I can test and debug a program after making changes.	I can make two characters move in relation to each other.			I can add relevant messages that are linked to a final value.

# Computing: Scratch Developing Games

**K**

What I know

**W**

What I want to know

**L**

What I have learnt

