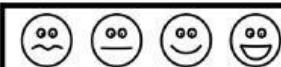


# Computer Programming - Scratch

Name: \_\_\_\_\_



1	I can import a sprite and make it move.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	I can use a “forever” and “repeat” loop.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	I can write instructions to draw simple shapes.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	I can make a sprite change costume and use the “wait” function	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	I can use the “If” statement to make a decision in a program.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	Use X and Y coordinates to control the position of sprites	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7	Make improvements to games to make them more exciting	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	Evaluate computer games and explain what I like and think can be improved in them.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9	Use “variables” to keep numeric values in your game.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10	Create a computer game where the sprites interact with each other.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Key



I still need help with this area.



I can do this but sometimes get stuck.



I can do this on my own.



I can confidently do this and feel I can even teach others this skill.