Lesson 6: Making a project

Programming – Events and actions in programs



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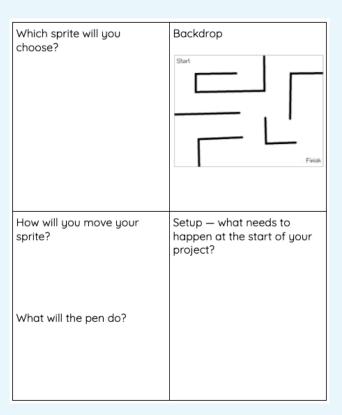
To design and create a maze-based challenge

- I can make design choices and justify them
- I can implement my design
- I can evaluate my project

Task: To design, code, and test a project to show a sprite moving around a maze

Design your project

- Can you create a program based on your design?
- Look at the example provided if you need help.
- Start position (x: -200, y: 100).

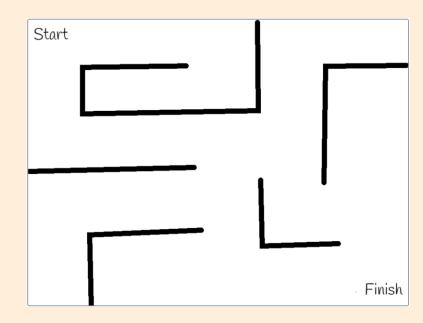


Create a project based on your design

Use this project as your template: ncce.io/pg3b-6-a2-ca

Follow your design and complete these steps:

- 1. Add, resize, and recentre your sprite
- 2. Choose **Events** blocks
- 3. Add **Motion** blocks
- 4. Add **Pen** blocks
- 5. Set up your project



Exploratory learning — add instructions

1. Click on



1. Write instructions to help other people use your project

Tell people how to use your project (such as which keys to press).

Test your project

- Does it match your design?
- Does everything work?
- Debug anything that doesn't work.



Evaluate your project











I understood what my project was meant to do		<u>:</u>	<u></u>	<u></u>	<u>u</u>
My design helped me create my project	<u> </u>	2	<u></u>	<u></u>	<u>•</u>
I tested my project as I created it		2	<u></u>	<u></u>	<u>u</u>
I was able to debug my project, when I needed to		<u>:</u>	•	<u></u>	<u>u</u>
My project met the requirements of the task		2	<u></u>	<u></u>	<u>u</u>

Complete the evaluation worksheet

How confident are you? (1-3)

I can make design choices and justify them



I can evaluate my project

3 - Very confident



2 - Unsure



1 - Not confident

