

Lesson 6: Making a project

Programming – Events and actions in programs

Lesson 6: Making a project


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).

<p>Which sprite will you choose?</p>	<p>Backdrop</p> 
<p>How will you move your sprite?</p> <p>What will the pen do?</p>	<p>Setup — what needs to happen at the start of your project?</p>

Create a project based on your design

Use this project as your template:

ncce.io/pg3b-6-a2-ca

Exploratory learning — add instructions

1. Click on

A blue rectangular button with rounded corners. On the left is a white cursor icon (a hand with a pointing finger). To the right of the icon is the text "See Project Page" in white, sans-serif font.

1. Write instructions to help other people use your project

Instructions

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					
My design helped me create my project					
I tested my project as I created it					
I was able to debug my project, when I needed to					
My project met the requirements of the task					

Complete the evaluation worksheet

How confident are you? (1-3)

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

3 – Very confident



2 – Unsure



1 – Not confident

