



This module is designed to give pupils who have completed the smoking car, music machine and dressing up game an independent challenge which can then be assessed.

## Action Planning Assessment

Print out copies of the block assessment sheet one between two in colour.

Give these out to mixed ability pairs. Explain to the pupils that these are blocks that we have used in the last three modules of Scratch work.

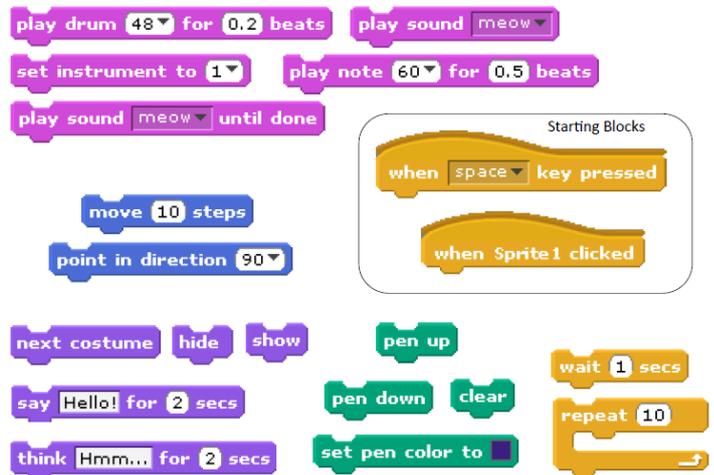
Ask them to work together to say what each block does. Explain that they may need to share these explanations with the rest of the class. Some pupils are better making notes others are better working verbally.

Give pupils 5-10 minutes then ask pairs to report on different blocks. Be sure that you remind pupils what they did with these blocks in the other programs if they don't mention this themselves.

Explain that they can use these blocks to program a project of their choosing. Mention that they can use other blocks than these but that these are the best blocks to start with. Pupils then go off in small groups to discuss their own ideas before feeding these back to the teacher verbally. Teachers need to check that their ideas involve some coding and that the projects are suitably simple to start with.

It is a good idea to have the help cards available from the smoking car, music machine and dressing up game available for independent use. It also helps to have the blocks displayed on the interactive white-board screen.

The only blocks unlikely to have been used are the speech say and think blocks. A quick demo of these may be appropriate. Allow time during the module for pupils to show their work to each other. Two session of time approx. 2 hours works well for this module. You could use the chart below as a basis for assessing work.



Above	Pupils combine blocks in ways that they haven't been used before such as when sprite is clicked it moves or music that is played from a key or use new programming blocks not on the sheet successfully. Or pupils use a loop successfully in a new or an old way.
Within	Pupils reuse programming elements that they have used before such as keys to move or point in a direction or sprites that when clicked on produce sound. There is a proto theme to the project other than just random sprites that do stuff.
Below	Pupils finished projects have little usable code often characterised by lots of sprites that don't do anything.