

**Name:**

**Class:**

**Learning Intention:**

**I am learning to plan and code a clock in Scratch**

<b>Success Criteria:</b>	<b>How did I do?</b>			
I can spot some of the sequence of actions that happen on a digital clock				
I used the pattern for seconds and minutes to help me complete the last blocks on the clock flow diagram				
I can match the scratch blocks with the flow diagram blocks				
I can use the flow diagram and the matched scratch blocks to help me create Scratch clock code				
I can create analogue clock hands and program them to work as a clock				
<b>I can fix (debug) any errors</b>				
<b>Extension</b>				
I can create user input to set the time before the clock starts				
I can extend the clock to calculate alien months and years				
I can adapt the clock face to report $\frac{1}{4}$ too and $\frac{1}{4}$ past times during the minute they happen				
<b>Challenge</b>				
I can think how I might change this to make a stopwatch or alien clock				
	wk1	wk2	wk3	wk4

 I can do it

 Did it a bit but didn't fully get it

 Didn't get it at all