

Name:

Class:

Learning Intention:

I am learning to code a crab maze game in Scratch

Success Criteria:	How did I do?			
I can make my crab look like it is opening and closing its claws				
I can make my crab move when the game starts				
I can make my crab steer when I press a key on the keyboard				
I can design a maze with a start and finish				
I can make mazes with starts and finishes where all the walls are the same colour				
I can make the game stop when the crab touches the maze wall				
I can make a spawn point so the crab starts at the starting point				
I can fix (debug) any errors				
Extension				
I can make the game change level when the crab touches a colour				
I can make a coin that can be picked up by the crab increasing his score				
I improved the game by...				
Challenge				
I can think how I might make a game like this myself				
	wk1	wk2	wk3	wk4



I can do it



Did it a bit but didn't fully get it



Didn't get it at all