

Name:

Class:

Learning Intention:

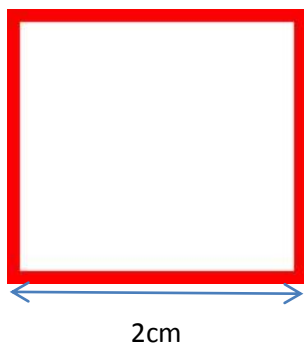
I am learning to create an algorithm that calculates the perimeter of 2D shapes and convert this into Scratch code

Success Criteria:	How did I do?	
I can write an algorithm to calculate the perimeter of an equilateral triangle		
I can convert my algorithm into Scratch code		
I can generalise (adapt a solution to solve a similar problem) my triangle solution to solve other regular 2D perimeter shapes such as a square, pentagon, hexagon etc		
I can code a menu system		
I can evaluate my code in presentation mode to try and break it		
During my testing/ evaluation I found out		
Extension		
I can create and algorithm and code the area of a rectangle		
I can add in code to include the units of measure		
I can adapt my algorithm and code to solve....		
Challenge I can debug (spot and fix) any errors		

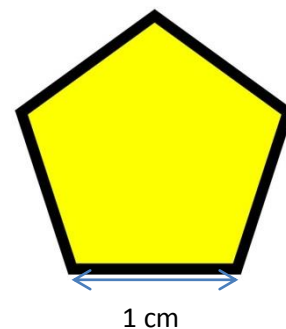
☺ I can do it

☹ Did it a bit but didn't fully get it

☹ Didn't get it at all



Write the length of the perimeter of these regular shapes inside them (*sides are all same length*)



(perimeter is the distance round the edge of a 2D shape)