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Year 4 Scratch Assessment

This module is designed to give pupils who have completed the action programming (smoking car, music machine and dressing up game) and the slug trail game and the maths quiz a creative independent challenge which can then be assessed. Display the block assessment sheet so pupils can see it.

Explain to the pupils that these are blocks that we have used in all the previous modules of Scratch work both in Y3 & 4.
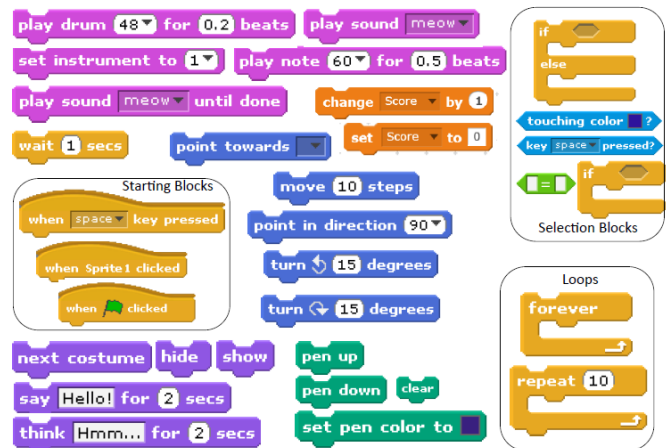
Ask them to work together to say what they previously used these blocks for and what they were combined with. What did it make their program do?

Give pupils a few minutes then ask pairs to pair up with another pair and share their ideas. Then choose a few pupils to share back their ideas with the whole class.

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 ask SEN pupils and those who struggle to work independently , to annotate the sheet by drawing lines between blocks they want to use.

It is a good idea to have the help cards available from all the previous modules both in Y3 & in Y4 available for independent use. It also helps to have the blocks left displayed on the interactive whiteboard screen.

Allow two session of time approximately 2 hours for this module. You could use the chart below as a basis for assessing work.

Above	Pupils use loops or selection blocks in a new way to good effect within their program. There is a recognised theme to the project. They may also have used other blocks not on the sheet to good effect.
Within	Pupils reuse programming elements that they have used before such as selection blocks within a quiz or loop blocks within a very similar moving game. There are small tweeks of style but little real coding innovation.
Below	Pupils finished projects have little usable code often characterised by lots of sprites that don't do anything. They may have tried to reuse elements but were unable to debug most of these independently.