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| Learner stage | What I should know, understand, be able to explain or do |
| Exceptional Mastery (E) | I can create a function and call it multiple times  I know the benefits of using functions.  I can create costumes to create a sense of movement. |
| Advancing mastery (A) | I can explain the difference between a forever and repeat function and create code in Scratch confidently.  I can nest functions by putting one script block inside another script block.  I can use broadcast messages to communicate between sprites.  I can create a complex flow diagram to help plan the code.  I can provide a detailed self-evaluation about what I have learnt in this project. |
| Secure mastery (S) | I can create more complex code including repeat and If function.  I can draw complex shapes by using the repeat script.  I can make my own variables and adapt my game.  I can create a complete flow diagram including decision boxes.  I can complete the game and test that it works correctly. |
| Developing mastery (D) | I can create simple codes using Scratch.  I can use the pen tool to create simple shapes using Scratch.  I can control the sprite by using the keyboard.  I can create a simple, partially complete flow diagram.  I can plan, create and evaluate a basic game. |
| Emerging mastery (F) | I can open a scratch file.  I can create a new file.  I can copy simple code. |