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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 timesI 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. |