

Name:

Timing Games in Scratch

Task: Create a game that is all about timing! It might include a game that a player needs to time the control of her sprite at just the right time. Or, it may be a game that includes a set amount of time to accomplish a task. Whatever it may be, it is time to create some exciting games!

Requirements:

- A Theme
- 3 or More “Timed” Sprites
- A timer
- Score Keeping
- Game Resets with “Green Flag” or Other Key
- Directions Information

Rubric:

	NY	MS	ES
Create - Produce or develop a product for expression.		My Game has the following components: __ “Green Flag” or Other Key Starts/Resets the Game __ “Timed” Sprites __ Scoring Variable __ Timing Variable __ Player Directions __ Game “Ends” at Some Point	MS Criteria AND My game either: __ Includes Multiple Levels __ Increases in Difficulty
Plan – Make deliberate plans, reflect, and persevere in order to achieve goals.		I have written a detailed plan for executing my game that follows the Problem-Solving Method	MS Criteria AND my reflection demonstrates a strong understanding of __ What went well __ What I struggled with __ What new skills (CS specific & general) that I learned from solving the problems that came up
Communicate – Make ideas and information understood, mindful of audience, purpose, and setting.		I have written comments in my code that explains the purpose of each block	I have written clear and meaningful comments using the language of a computer scientist