Assignment 2: Programming in Scratch

This assignment is NOT about training you as computer programmers. It is simply an opportunity to practice computational thinking with a simple programming language and tool called Scratch.

You may be able to use Scratch for your project website (creating, for example, an interactive version of your tutorial), or you may have an opportunity to create some sort of multimedia component in a project for another class. Either way, we are only going to become familiar with the basics for this assignment.

Your Scratch Project

- You will create a project of your own in design in Scratch. Possibilities include but are not limited to an interactive animation or a game.
- You can create one more elaborate project or several smaller projects.
- You can look at the Examples folder in Scratch or at projects online for inspiration. While you can use them for ideas, you may NOT start with an existing project.
- You will include a README file (txt, Word, or PDF) that explains how to interact with your project, and that lists any sources of images, sounds, and so on. (That is to say that you can take images from the web to use with your sprites, but you must give credit.)

Technical Requirements

- You must have at least five sprites in total, not including any sprites used to give instructions.
- Each sprite must have about 20 blocks or more on average.
    - Each block you drag from the left hand side, including “when” blocks and “forever” blocks, count as one.
    - Some can have more and some less; you are aiming for at least 100 blocks or so total.
- You must use at least one kind of loop other than “forever” somewhere in the project.
- You must use an “if” block at least once.
- You must have some form of user interaction.
- You must draw at least one of your own sprites (the rest can be sprites that come with Scratch or images from the web).
- You must incorporate at least one sound.
- You must make use of at least one variable.
- You must make use of at least one broadcast message.

Marking Scheme

Marks	Requirement
1	The project was made from scratch and includes a readme file explaining how it works.
1	There are at least five sprites.
2	Sprites have about 20 blocks on average.
1	There is at least one loop other than “forever”.
1	There is at least one “if” block.
2	There is interesting user interaction somewhere in the project.
1	At least one sprite was hand drawn.
1	A sound is used somewhere in the project.
1	A variable has been created and is used somewhere in the project.
1	A broadcast message is used somewhere in the project.
3	The project is high quality (that is, it is interesting and creative, and looks like it took effort to create).
15	**TOTAL**