

Duo project 2 and evaluation

Duo Project: Presentation

One of the most fun and important parts of making your own games, is presenting your hard work to your peers. Make sure you take plenty of time for each pair to talk about the game they made, show it to the group and have other pupils test it. It can also be a good idea to invite other class groups or even the parents.

To keep the presentation from becoming a stressful performance, turn it into a light hearted event, with a drink and snacks, and perhaps even handing out a cool certificate.

Getting acknowledgement for you hard work and seeing the result of it is a key element in the empowering force of learning to code. Pupils will feel successful for completing their own game and showing it to the world. They have every right to be proud.

Tips & Tricks:

- Looking for more help on how to get started with Scratch? Use these resources on their website:
 - o Interactive tutorial: https://scratch.mit.edu/projects/editor/?tip_bar=getStarted
 - o PDF guide: <https://resources.scratch.mit.edu/www/guides/en/Getting-Started-Guide-Scratch2.pdf>
- Scratch also has a page with information specifically designed for teachers: <https://scratch.mit.edu/educators/>

Materials:

- Whiteboard
- Markers
- Worksheet 5
- Pens and pencils
- Laptop with Scratch for every pair of pupils
- Beamer for presentation