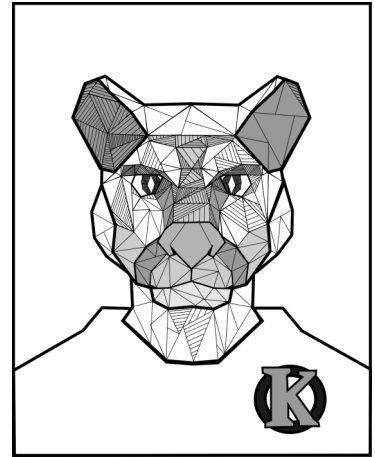


Technology- Date: _____

When I come to class: Open up Scratch 2.0

What I will learn today:

How to program a movement loop code



Extend:

- _ Use different keys to move
- _ Have 2 players/sprites moving at the same time
- _ Move quicker or slower
- _ Be tested by partner without looking at notes
- _ Get the sprite to do something else if I press a key

How well did I learn today- (circle one)

1. Not well 2. OK 3. Very Well

What did you not understand? _____

What do you like most about today's lesson? _____