

LO: I am learning to create a game using video sensing.



Creating
Plan, make,
assess

Draw and label what your programme will look like (how will the sprites move, what will they say, what sounds will be used).

Tinkering
Try things out

Edit your design with green pen to show how you improved your design.

De-bugging
Identify and correct
mistakes, evaluate

Draw or write what went wrong and how you fixed it.