

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.