

What was good

You have:

- Designed a game that is fit for purpose
- Created a game that is fully working
- Used a range of programming tools including inputs, if statements and loops
- Produced an effective and attractive brochure in order to promote the game

Improvements

You could have:

- Produced a more detailed design
- Made sure the game is suitable for the audience and purpose
- Used a wider range of programming tools
- Created an more effective brochure by:

Next Steps

- Suggest 2 more features you would like to add to your game
- Explain why Scratch is a suitable software package for you as the developer and for the target audience
- Discuss the benefits and drawbacks of using computer games as a tool to educate young children

Student Response

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