



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

☒ Polish your project
 ☒ Add instructions
 ☒ Share on Scratch
 ☒ Give and receive feedback
**Section A • Concept Check**

• BEGINNER

4 × 1 = 4

- 1** Instructions tell players:

☐ A. how to play ☐ B. your password

☐ C. block colours ☐ D. nothing
- 2** Sharing your project makes it:

☐ A. private ☐ B. playable by others

☐ C. deleted ☐ D. slower
- 3** Good feedback is:

☐ A. kind and specific ☐ B. mean ☐ C. empty

☐ D. secret
- 4** A title screen is made with:

☐ A. a backdrop + start button ☐ B. a sound

☐ C. a variable ☐ D. pen size

**Section B • Problem Solving**

• INTERMEDIATE

2 + 3 × 3 = 11

- 5** Add _____ so players know the controls.
- 6** Click _____ to publish on the Scratch website.
- 7** Name 3 polish items before sharing.

- 8** How do you write good feedback for a friend's game?

- 9** Why add a restart option?

**Section C • Challenge**

• CHALLENGE

5

- 10** What did you build across this course?

 Reflection — the most useful thing I learned: _____
A ___/4 B ___/11 C ___/5 **Total** ___/20

Teacher's Signature _____

Parent's Signature _____

✂ ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-A 2-B 3-A 4-A | 5 instructions 6 Share 7 = Title screen, instructions, sounds/feedback, bug fixes 8 = Say one thing you liked + one kind suggestion 9 = Players can try again without reloading the project | 10 = Stories, drawings and 5+ games - catch, maze, quiz, jumper, shooter