

Scratch WeDo Project (Exam)

Scratch Programming

Scratch WeDo Project

- 2 students in a group.
- Choose one project to start.
- Bonus will be given to the group with creative idea.
- Each group should do a video recording in iPad (around 1 minute) to explain their works.
- Marking is as follows:
 - Building model – 20%
 - Scratch program – 30%
 - Creativity – 15%
 - Video recording – 10%
 - Explanation – 15% (10% bonus for English presentation)

Interactive Stories

- Make a story using characters on the screen and in the physical world. Interact using the tilt or distance sensors.

Games

- Make a game (maze or pong game) using the WeDo tilt sensor or distance sensor as an input device.

Anti-theft system

- Use distance sensor to detect the presence of the real object or interact the sprite with tilt sensor. The system will response with the rotation of motor.

Octopus system

- Use distance sensor to detect the presence of the "Octopus" card. Use of variables to store money.