

Name:

Date:

Homeroom:

Technology

### Scratch Reflections

Directions:

- You have spent time exploring different elements and functions of the Scratch programming language and viewed other classmates projects.
- Reflect on what you have discovered and respond to the questions below.

	Question	Response
1	What does your Scratch program do?	
2	Take a screenshot of your program and explain how it works.	
3	Does your Scratch project do what you originally intended for it to do?	
4	If your program does not do what you originally wanted it to do, what did you originally want it to do?	
5	What was the hardest and trickiest part of your program?	

6	What was the easiest part of your program?	
7	After viewing your classmates projects, what is one thing that you liked or would like learn that was in one of their programs?	
8	What is one thing that you would change in one of your classmates programs?	
9	What part of your program are you most proud and why?	
10	Take a screenshot of that part of the program and paste it here	