


**PROJECT 3**  
**«PROGRAMMING WITH SCRATCH»**

<b>PROJECT THEME</b>	<p><b>Scratch</b> is a programming environment which gives users the opportunity to explore and discover the basic principles of programming inside a friendly and easy to use graphical environment (GUI).</p> <p>Scratch programming language was created by MIT Media Lab and was firstly introduced in 2007. The Scratch environment has been translated in many languages (the Greek language included ). The basic principle of its manufacturers is: <i>Imagine – Program – Share</i></p> <div style="text-align: center;">  </div> <p>In this project, you have to create a <b>multimedia application</b> using Scratch programming language. Your application might be an interactive animation such as a story, a game, a quiz, an educational app etc.</p>
<b>RECOMMENDED ASSISTANCE</b>	<p>Official website of Scratch: <a href="http://scratch.mit.edu">http://scratch.mit.edu</a>  Tutorials in Greek: <a href="http://scratchplay.gr/index.html">http://scratchplay.gr/index.html</a>  Teacher's Web Site: <a href="http://www.zioulas.gr">http://www.zioulas.gr</a> (Scratch Tutorial)</p>
<b>IB CRITERIA</b>	<p style="text-align: center;"><b>Global Context : Scientific &amp; Technical Innovation</b></p> <p><b><u>Inquiring &amp; Analyzing</u> (scale 0 - 8)</b></p> <ul style="list-style-type: none"> <li>▪ Explain your app (story, scenario, objectives, risks, buttons etc.) <b>(2/8)</b></li> <li>▪ Describe your app characters (heroes, allies, enemies, objects, threats) <b>(3/8)</b></li> <li>▪ Present a set of snapshots that describe efficiently your app <b>(3/8)</b></li> </ul> <p><b><u>Developing Ideas</u> (scale 0 - 8)</b></p> <ul style="list-style-type: none"> <li>▪ List alternative ideas (at least 2) or plans that inspired you in this project <b>(3/8)</b></li> <li>▪ Select one of them to be implemented to your final product <b>(2/8)</b></li> <li>▪ Explain your selection with appropriate and convincing arguments <b>(3/8)</b></li> </ul> <p><b><u>Creating the Solution</u> (scale 0 - 8)</b></p> <ul style="list-style-type: none"> <li>▪ Use the techniques of Scratch efficiently to create your app <b>(6/8)</b></li> <li>▪ Justify any possible changes you have made in relation to your plans</li> <li>▪ Demonstrate efficiently your app in class and answer possible questions <b>(2/8)</b></li> </ul> <p><b><u>Evaluating</u> (scale 0 - 8)</b></p> <ul style="list-style-type: none"> <li>▪ Evaluate the success or failure of your final product <b>(2/8)</b></li> <li>▪ List 2 positive and 2 negative points of your work <b>(4/8)</b></li> <li>▪ Provide a few proposals that would improve your final product <b>(2/8)</b></li> </ul>

## Class B – Project 3

<b>FINAL PRODUCTS</b>	<ul style="list-style-type: none"> <li>▪ <b>Scratch App</b> (an <b>.sb2</b> file) This file includes your scratch app in executable format.</li> <li>▪ <b>Final Report - Presentation</b> (a <b>.pptx</b> file) This file includes your app description (scenario, heroes, snapshots), your alternative designs together with the justification of the selected design as well as your roles and assessment.</li> </ul> <p style="text-align: center; font-style: italic;">Each team must submit a <b>folder</b> with all the necessary files (<b>.sb2</b> and <b>.pptx</b>). This folder should be named with the last names of all team members.</p>
<b>GENERAL COMMENTS</b>	<p>This project will contribute <b>50%</b> to the grade of 2<sup>nd</sup> semester. This is a <b>mandatory</b> work for all students. This project might be <b>personal</b> or in <b>groups</b> (up to 2 students).</p>
<b>PRESENTATION DAY</b>	<p><b>Wednesday 16/05/2018</b> (B1) <b>Tuesday 15/05/2018</b> (B3)</p>

