**Mark Scheme for Scratch Project**

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| ***Section*** | ***Success Criteria*** |
| **Introduction** | Introduction clearly explains who the game is for and what the aim of the game is.  A screenshot of the starting screen in the game is also included.   |  |  |  | | --- | --- | --- | | Beginning | Developing | Mastering | |
| **Design Plan** | The design of the game is thoroughly explained, including information about the background, sprites and special effects (e.g. sounds, scores, etc.)  Screenshots of all the sprites and relevant blocks of code are included.   |  |  |  | | --- | --- | --- | | Beginning | Developing | Mastering | |
| **Implementation** | A clear written account of how the game was made, including information about about where images and sound files were found should be included.   |  |  |  | | --- | --- | --- | | Beginning | Developing | Mastering | |
| **Testing** | The plan should provide relevant information about how the game has been tested, what things did not work properly and what improvements were made.   |  |  |  | | --- | --- | --- | | Beginning | Developing | Mastering | |
| **Evaluation** | An explanation of skills developed during the process of making the game should also be written about.  The plan should then end with a conclusion about what could be improved about the game for next time.   |  |  |  | | --- | --- | --- | | Beginning | Developing | Mastering | |