**Instructional Day:** 20-23

**Topic Description:** Students create a timing game in Scratch and participate in an Arcade Day during which they display their games.

**Objectives:**

The students will be able to:

* Create a timing game
* Assess their peers to help them gauge progress
* Complete their rubrics and submit their timing games.
* Prepare a presentation of a Scratch program.
* Evaluate their peers’ timing games.

**Outline of the Lesson:**

* Timing game (95 minutes)
* Peer Review and discussion (15 minutes)
* Completion of timing game (70 minutes)
* Arcade walk (40 minutes)

**Student Activities:**

* Work on timing game.
* Participate in peer review and discussion.
* Continue working on and complete timing game.
* Participate in arcade walk.

**Teaching/Learning Strategies:**

* Work on timing game
  + Circulate room and help students with projects.
* Peer review and discussion
  + Circulate the room and make sure students understand the rubric and what they still need to accomplish to finish their project.
* Completion of timing game
  + Circulate room and help students with projects.
  + Collect projects and rubrics.
  + Help students prepare their presentations.
* Arcade Walk
  + Have students rotate through the room playing each other’s games and giving each one a score on their Peer Grading sheet. Use a timer to indicate the amount of time that each student has at each computer.
  + Have students vote for the top two games out of the entire class. The vote should be based on both the content and adherence to the rubric.
  + Discuss features of games and how they conform to the rubric. What types of programming strategies did students use?

**Resources:**

* Timing Game Sample Rubric
* Peer Grading