Unit 4

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  
o Circulate room and help students with projects.

Peer review and discussion  
o 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

o Circulate room and help students with projects. o Collect projects and rubrics.  
o Help students prepare their presentations.

Arcade Walk  
o 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. o 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.  
o Discuss features of games and how they conform to the rubric. What types of programming strategies

did students use?

Resources:

Exploring Computer Science—Unit 4: Introduction to Programming 178

• Timing Game Sample Rubric

• Peer Grading

Version 4.0

Exploring Computer Science—Unit 4: Introduction to Programming 179