Design Journal

A design journal helps you imagine, plan, iterate, and reflect throughout all of the phases of your project's development.

Before you begin coding, think about what assets (like sprites, backdrops, and sounds) and code sequences you'll need to bring your vision to life. After you have coded, debug your program and think about what changes or additions you may want to make. Once the project is complete, reflect on how the process went.

Write or draw your responses to the prompts on the following pages to begin.

Your Name:

Date:

Brainstorm

What Scratch projects would you like to create? Take five to ten minutes and write down on the opposite page as many ideas as you can without pausing to think about if you know how to code them yet or making any value judgements. No idea is a bad idea! At the end of the time, circle your top three to five ideas.

Add your brainstorming ideas here….

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My Project Description

Pick one idea to start working on. Describe or draw what will happen in your project. Is it a game? A story? An informational project? Art? What do you want the viewer to feel, do, or learn? Who is your intended audience for your project?

Think about how you want your project to start. What will happen next? How will it end? Be sure to think about each event you want to take place between the start and end of your project.

My Sprites

What sprites will you use? What do you want the sprites to do in your project? What actions will they take? What dialogue will they speak/say? Write or draw the sprites you will use in your project and what they will be saying/doing.

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My Backdrops

Describe the backdrops you will use in your project. If you plan to use multiple backdrops, draw them out in the order you would like to use them in your project. Also think about which sprites will be present/visible when each backdrop is shown.

My Sounds

What sounds will you use in your project? If the sound isn't in the library, where might you find one or what could you use to create your sound effect? Do you need voice actors for different sprites? If so, who can you ask to record?

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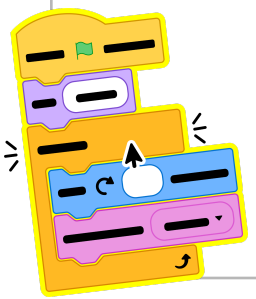
My Scripts

What scripts might you need in your project? You don't have to figure out exactly which blocks to use yet. Instead, think about the types of scripts you'll use (for example, a script so the character's mouth moves while talking, a script to play a sound when two sprites touch, a script to change the backdrop to a new scene…).



Other Notes

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Debugging (Finding and Fixing Errors in Your Code)

While creating your project you may make an error or get stuck. Think about and write out ideas and resources you can use to get unstuck.

Debugging Strategies

Here are some debugging strategies you could try.
Check off the strategies you use as you code.

- [ ] Read Aloud/Explain the Code Step-By-Step, to Yourself or to Someone Else
- [ ] Break Long Sequences Apart into Smaller Pieces
- [ ] Add Temporary Waits to Slow Down the Action
- [ ] Add Temporary Sounds at Key Checkpoints
- [ ] Tinker with the Block Order
- [ ] Considering Timing and Parallelism
- [ ] Is There a Similar but Different Block Option?
- [ ] Check the Values
- [ ] Is Your Code Sequence in the Right Place?
- [ ] Comment Your Code
- [ ] Take A Break, Step Away
- [ ] Ask for Help
- [ ] Version Control

What else did you try?

Learn more details at https://resources.scratch.mit.edu/www/guides/en/ScratchLearningResource_DebuggingStrategies.pdf

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Reflection

How would you describe your design or inspiration process to someone else?

What did you like about creating this project?

What challenges came up for you?

If I had two more days, I would add…

What is something you are looking for feedback on?

What question would you like to ask viewers about your project?

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Teachers, are you interested in additional design journal resources? The Creative Computing Curriculum developed by the Creative Computing Lab at Harvard Graduate School of Education, has a section on design journals in its "Getting Started" unit.

Tip: If you'd like to translate this guide, **click here to make a copy** of this Google doc.