Pi Version: Raspberry Pi 4

Code Files: /home/pi/FinalProjectFile/FinalProject.sb2

Github Repository URL: https://github.com/olivfran629/FinalProject.git

Recipe: This file was created on Scratch 2. Listed below are the lines of code in the order they are to make the program work:

1. When (green flag) clicked
   a. Point in direction (90)
   b. Set x to (0)
   c. Set y to (0)
   d. Forever
      i. Turn right (15) degrees
2. When this sprite clicked
   a. Stop (all)
3. When (space) key pressed
   a. Glide (2) secs to x: (-190) y:(-100)
   b. Point in direction (90)
   c. Think (Hmm…) for (2) secs
   d. Repeat 4
      i. Move (200) steps
      ii. Turn left (90) degrees
      iii. Wait (1) sec

Notes: I chose to do a Scratch program for my final project because I felt it would be most relevant to my future classroom. Though I have used Scratch before, I struggled a lot more than I thought I would. I made my program from scratch (no pun intended) so I ran into a few hiccups. One of the biggest things I struggled with was making a Scratch project that had easily identifiable patterns. I wanted to use decomposition and pattern recognition, two factors of computational thinking, so I aimed to make simple patterns that could be recognized. At first, I thought I could just use the "repeat commands," but I thought that was too simple. What I ended up doing was using a variety of commands from different sections (ie. events, control, motion). The reason I did this is because it gives students more characteristics to identify patterns. For example, there is a pattern when it comes to the colors. One of those patterns is that all of the orange commands are "events" meaning when something happens, those commands kick in. All in all, I think I learned a lot from this project. My only critique would be that I wish I learned more about the Raspberry Pi itself throughout the semester so that I could have felt more confident doing a more complex final project.