



## Task 1: Scratch Project

Duration: 2 weeks – 10%

### Scenario:

The students in Year 7 do not know much about computers and how they work. They are looking for an interactive way to learn computing concepts without having to sit and read a website full of information or a Power Point full of text.

1. Choose **one** of the following topics to create an interactive Scratch program on:
  - *Computer Hardware and Software*
  - *Parts of the Computer*
  - *IPOS: Input, Processing, Output, Storage*
  - *The Fetch-Decode-Execute Cycle*
2. Use the following design and programming techniques within your project:
  - Multiple Sprites
  - Iteration (Loops)
  - Branching (Decisions)
  - User Input
  - Effective and Visually Appealing Design
  - Functionality
  - Appropriate content about the topic for the target audience
3. Once your project is complete, write comments within your program to explain what your code is doing.
4. Be prepared to show your Scratch project in class to your teacher.