Scratch Computational Thinking Journal

Experimenting and iterating means
developing a little bit,
then trying it out,
then developing some more.

Use the space below to <u>write</u> and <u>draw</u> about your practice of experimenting and iterating while using Scratch.

Describe how you built your project a little bit at a time.

What different things did you try out as you went along with your project?

Describe different paths you explored in your project.

What revisions did you make and why did you make them?

Scratch Computational Thinking Journal

Testing and debugging means
making sure things work -
and finding
and fixing mistakes.

Use the space below to write and draw about your practice of testing and debugging while using Scratch.

Describe what happened when you ran your project that was different from what you wanted.

Describe how you read through the scripts to find the cause of the problem.

Describe how you considered solving the problem.

Describe how you made changes and tested to see if they worked.

Name

Date

Scratch Computational Thinking Journal

Reusing and remixing means
making something by building
on what others - or you -
have done.

Use the space below to write and draw about your practice of reusing and remixing while using Scratch.

Describe if/how you found ideas and inspirations by trying other projects and reading their scripts.

How did you adapt part of another project for your project?

How did you modify an existing project to improve it, or enhance it?

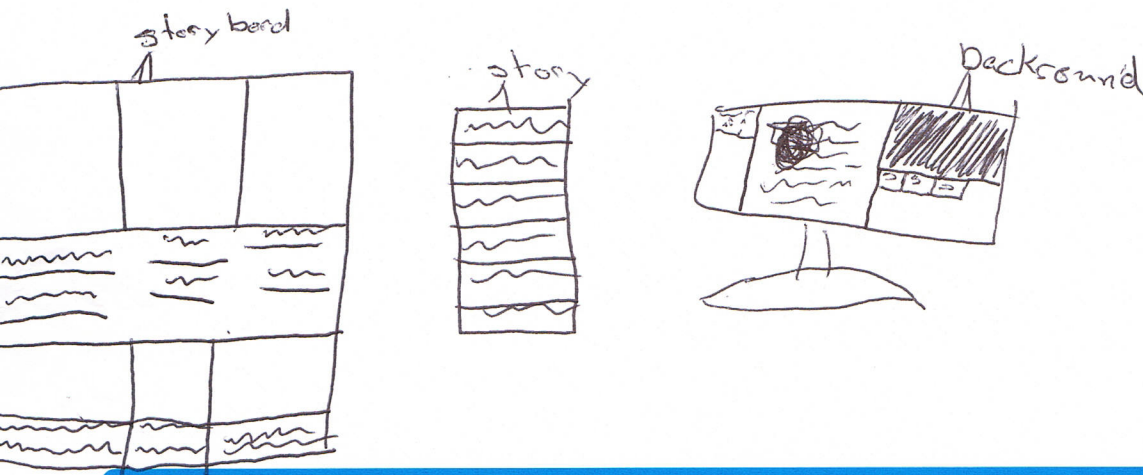**How did you give credit to people whose work you built on?**

Scratch Computational Thinking Journal

Abstracting and modularizing means
exploring connections
between the whole
and the parts.

Use the space below to write and draw about your practice of abstracting and modularizing while using Scratch.

How did you decide what sprites were needed, and what each should do?

How did you organize the scripts of your sprites into meaningful, easily understandable stacks?

Eliane Espinosa
Name

4/10/13
Date

Scratch Computational Thinking Journal

Abstracting and modularizing means
exploring connections
between the whole
and the parts.

Use the space below to write and draw about your practice of abstracting and modularizing while using Scratch.
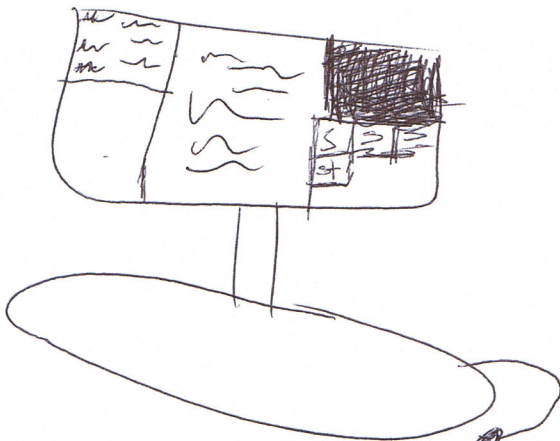
How did you decide what sprites were needed, and what each should do?

I decited whatsprite I ~~because~~ @ looked at my bosel and mystory also my backrounds

storybord

story

backround

How did you organize the scripts of your sprites into meaningful, easily understandable stacks?

I looked at My backround to see wich spriteI need first and then I looked at My story.

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Abstracting and modularizing means
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Use the space below to write and draw about your practice of abstracting and modularizing while using Scratch.
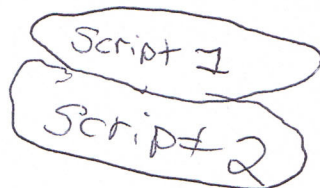
How did you decide what sprites were needed, and what each should do?

We decided the sprite by our theme of the project. We wanted all of our sprites to speak.

Hello

How did you organize the scripts of your sprites into meaningful, easily understandable stacks?

My Partner and I made our scripts easily to understand, so you could read them.

Script 1

Script 2

Rocco DiGregorio
Name

4/10/13
Date

Scratch Computational Thinking Journal

Abstracting and modularizing means
exploring connections
between the whole
and the parts.

Use the space below to write and draw about your practice of abstracting and modularizing while using Scratch.

How did you decide what sprites were needed, and what each should do?

I decided by looking at my story lines. After that, it was like copy and paste.
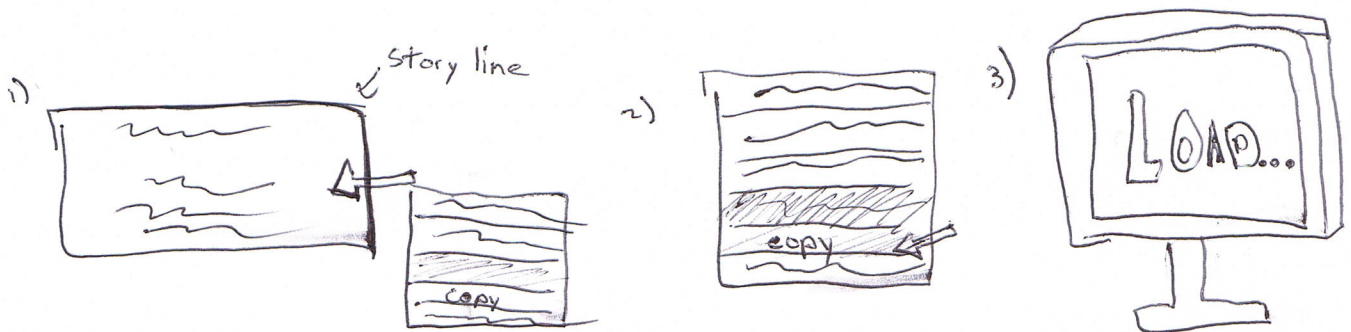
1) Story line
2)
3) LOAD...

How did you organize the scripts of your sprites into meaningful, easily understandable stacks?

I organized it neat by spacing out the lines.

spaced