Game in MIT Scratch | Form 1

Objective

Students will use MIT Scratch to create a game.

Lesson Observations

Stream A (3 groups)
03/09/2017: Most students began to review the *Scratch by Example* ebook for ideas. One group was extremely proactive, in that they began to reproduce one of the games listed in the book.
03/10/2017: The group that began to reproduce one of the games in the book last class finished their implementation, but were prevented from running it successfully because it depends on the webcam, which was not configured to pass through to Windows XP. I corrected this after class in preparation for next class. I am betting that once the other students see what they've done, they will all want to play with the webcam, so I'll need to make the same changes to the rest of the laptops.
03/13/2017: The group experimenting with the webcam ran their program successfully this time, although the camera seemed to lag more than I noticed upon testing it myself last week. I saw interest spread to the other groups regarding the webcam.
03/16/2017: One group began to attempt a soccer game, with a player sprite kicking a ball sprite into a goal. This group is more motivated than the other two.
03/20/2017: Saw a lot of experimentation as usual, but no focused development on a project continued from a prior class.
03/27/2017: Today was in class only, not in lab. I showed students a mock-up of the music video for *Muziki* by Darassa to give them idea of what's possible in Scratch and what I'm expecting. This did not really pertain to the game groups, but it did cause two of the three game groups to switch to movies. As of today, only one game group remains, and they intend to make a ball or car game. This group has the most capable student in it, so I'm optimistic they can come up with something.
03/28/2017: The last group making a game decided to stop, so this ends the game projects. I think in the end it was too challenging for them to pursue with so much independence. I believe I'll have to stop projects for Form1 and do something more guided yet still independent.

03/30/2017: I informed students that projects in Scratch would end due to lack of student interest in creating long-term artifacts. Next week I plan to start a mix of independent/guided lessons using an offline instance of Blockly Games (https://blockly-games.appspot.com/).