This term, the Year 4s have completed a unit of work in digital technologies where students demonstrated their knowledge and understanding of digital systems and applied skills in defining, designing, implementing and evaluating a digital solution using visual programming language. Scratch was the platform in which the students demonstrated their knowledge, creating a simple guessing game. Students were teachers and teachers were students, collaborating to create some very engaging games.

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when clicked

show

switch backdrop to water and rocks 

ask I am cream and brown. Type A for adult or C for chick and wait

if answer = A then

switch backdrop to rays 

play sound space ripple 

wait 4 secs

else

switch backdrop to spotlight-stage 

play sound cheer 

wait 4 secs

switch backdrop to water and rocks2 

switch backdrop to water and rocks2
```