Please find attached my “Hungry Shark” worksheet for Yr 7s and the Pacman document.  Also, a couple of sample maze pics.

The Pacman doc does need significant simplification/reduction in size before it is suitable for the Yr 8s.  Some ideas for this might be:

·         Creating a very simple maze layout for them in advance.  One extension task might be to create a better one, or a different one for level 2.

·         Creating some of the sprites and scripts for them in advance.  Weaker students could have more of the game pre-done (differentiation) – the explanation of how these scripts work could still be included in the document but colour coded in some way for the weaker students to skip?

·         Reduce the number of costumes that are pre-made.  Again, weaker students could focus on drawing the missing costumes and getting the animation part of the script working.

·         All variables could be pre-made.

·         Kids could work in pairs with each responsible for making different sprites.  Sprites can then be exported and saved in a shared folder and built into a complete game.