

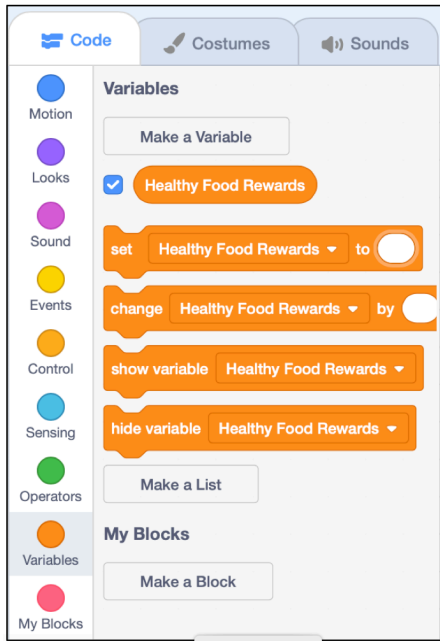
## “Healthy Food ” - Grade Sheet

### Variables! - (20pts.)

**Purpose:** Students will create a game in which every time they select a healthy food, they get a point and each time they select an unhealthy food, they lose a point. The purpose is for them to learn how to program Variables.

#### View the Model “Healthy Food Choices Game on the Class Site! ”

**Hint:** Go to “Variables” and “Make a Variable”. You can now begin coding each Sprite – drag the correct script onto each Sprite. Then select the ‘drop down arrow’ on the script and you will see the Variable you created...select it



1. Create a scene that includes a backdrop and at least 3 healthy foods and 3 unhealthy foods. (I recommend you use the images provided in the Scratch image library to save time.)	
• Provide directions on the actual Backdrop image you select.	5pts
2. Selecting a Green Flag will not only reset the score, but start the game.	5pts
3. Each time a healthy food is selected, the user gains a point.	5pts
4. Each time an unhealthy food is selected, the user loses a point.	5pts