digifunzi

Learner's Report

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Session	Grade	Mentor comment
Session 1	Exceeding	Good Work!
Understand what is programming.	Exceeded	4 November 2024 11:36 am
Interact with the Pictoblox interface	Exceeded	**Josephine Wairimu**
Make a simple but fun piece of code	Exceeded	josphinewairimu@digifunzi.com
Session 2	Exceeding	Good Work!
Movement	Exceeded	6 November 2024 12:36 pm
Block palette	Exceeded	**Josephine Wairimu**
X and Y Grid location	Exceeded	josphinewairimu@digifunzi.com
Problem solving	Exceeded	
Logical thinking	Exceeded	
Sequencing in Programming	Exceeded	
Session 3	Exceeding	Good Work!
Understand what a condition is in Pictoblox.	Exceeded	11 November 2024 9:19 am
Understand what a Loop is in Pictoblox.	Meeting	**Josephine Wairimu**
Know the types of Conditions in Pictoblox.	Meeting	josphinewairimu@digifunzi.com
Know the types of Loops in Pictoblox.	Exceeded	
Session 4	Exceeding	
Understand Jumping Movement	Exceeded	
Gliding Movement	Exceeded	

Moving with Steps	Exceeded		
Skipping Movement	Meeting		

Session 5 | | Exceeding | |

Understand the Jumping Movement in Pictobox	Meeting		
Understand Gliding Movement in Pictoblox	Exceeded		
Understand moving with Steps in Pictoblox	Exceeded		
Understand Skipping Movement in Pictoblox	Exceeded		

Session 6 | | Exceeding | |

Using buttons on Quarky	Exceeded		
Moving a Sprite in the 4 directions-up	Meeting		
Moving a Sprite in the 4 directions - Up/left/down/right	Meeting		
Using buttons on the stage in Scratch to control a Sprite	Exceeded		
Using buttons on Quarky to move a Sprite	Exceeded		

Session 7 | | Exceeding | Good Work!

18 November 2024   9:17 am

Josephine Wairimu
josphinewairimu@digifunzi.com

Creating speech in Pictoblox	Exceeded		
Combine Movement and Dialogue/Speech	Exceeded		

Session 8 | | Exceeding | Good Project

20 November 2024   11:24 am

Josephine Wairimu
josphinewairimu@digifunzi.com

Understand the importance of Wait Blocks and how to use them.	Exceeded		
Broadcasting	Exceeded		
The plan and design of Story-telling	Exceeded		
Dialogue	Exceeded		

Session 9 | | Exceeding | |

Clearly differentiate the x and y-axis and make the left and right movements using the keyboard.	Exceeded		
Attain knowledge of the PictoBlox	Exceeded		

application and its interfaces.

Exceeded

Create a game where a Monkey catches the falling apple.

Exceeded