Hayley’s Scratch project addressed all criteria to a high level. The solution was futures focused and innovative for the user. The Beebot game taught the basics of computer programming as a future skill. The project was well researched and was supported with further information. Instances of user input allowed for personalized user experience as multiple paths could be followed. Hayley gave an excellent video explanation addressing the criteria and provided meaningful examples. The implementation showed a high level of creativity and clear consideration of the presentation.

Well done, Hayley.