|  | **Peer Review - Interactive Card** |  |
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## Pre-Review

Creator’s Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

One thing I want feedback on is… \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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## Reviewer Section

Reviewer’s Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

| **Evidence I Found** | **Types of Evidence** | **Ideas for More** |
| --- | --- | --- |
|  | Multiple sprites, with multiple properties updated in the draw loop |  |
|  | Program responds to multiple types of user input and uses at least one random number |  |
|  | Program is well sequenced and properly separates code in and out of the draw loop. |  |
|  | Uses multiple conditionals inside the draw loop, at least one of which is triggered by a variable or sprite property |  |
|  | Multiple elements are placed on the screen using the coordinate system, and move in different ways. |  |
|  | Multiple variables are used and their values are updated during the program. At least one variable or property uses the counter pattern. |  |

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## Free Response Feedback

I like… \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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I wish… \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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What if… \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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## Creator’s Reflection

1. What piece of feedback was most helpful to you? Why?

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1. What piece of feedback surprised you the most? Why?

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1. Based on feedback, what changes will you make to your interactive card?

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