**Peer Review - Interactive Card**

**Pre-Review**
Creator’s Name: __________________________________

One thing I want feedback on is... __________________________________________

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**Reviewer Section**
Reviewer’s Name: _________________________________

<table>
<thead>
<tr>
<th>Questions</th>
<th>Rating</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>There is at least one sprite that responds to user input (eg. keyDown, mouseDidMove)</td>
<td><img src="%E2%9C%93" alt="✓" /> <img src="%E2%9C%97" alt="✗" /></td>
<td></td>
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<tr>
<td>The program updates at least three different sprite properties in the draw loop (eg. sprite.x, sprite.scale, sprite.visible)</td>
<td><img src="%E2%9C%93" alt="✓" /> <img src="%E2%9C%97" alt="✗" /></td>
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<tr>
<td>The program uses at least one conditional that is triggered by a variable or sprite property (eg. sprite.y &gt; 300)</td>
<td><img src="%E2%9C%93" alt="✓" /> <img src="%E2%9C%97" alt="✗" /></td>
<td></td>
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<tr>
<td>The program uses the counter pattern to change a variable or sprite property (eg. score = score + 1)</td>
<td><img src="%E2%9C%93" alt="✓" /> <img src="%E2%9C%97" alt="✗" /></td>
<td></td>
</tr>
</tbody>
</table>

**Free Response Feedback**

I like... _______________________________________________________________________________________

______________________________________________________________________________________________

I wish... ______________________________________________________________________________________

______________________________________________________________________________________________

What if... _____________________________________________________________________________________

______________________________________________________________________________________________
Creator’s Reflection

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

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

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