

Name:

Period:

**Intro to Programming Scratch #10 – Catch an Apple Rubric**

Learning Target?	Grade																
LT5 - I can produce written and software artifacts that meet oral and written specifications.																	
LT6 - I can write code to cause objects to move on the screen and change their appearance.																	
LT7 - I can use looping constructs correctly in code.																	
LT8 - I understand the concept of inter-process communication and event interrupts and can use them appropriately in code.																	
LT9 - I can use variables correctly in code and understand the difference between variables used in math and variables used in code.																	
LT10 - I can use conditional statements correctly in code.																	
<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="123 499 1008 533">• correctly named Scratch file.</td> <td data-bbox="1008 499 1386 533">LT5</td> </tr> <tr> <td data-bbox="123 533 1008 567">• 2 backdrops for stage as specified in assignment with correct behavior</td> <td data-bbox="1008 533 1386 567">LT5 LT6 LT8</td> </tr> <tr> <td data-bbox="123 567 1008 600">• Score variable exists and is calculated correctly</td> <td data-bbox="1008 567 1386 600">LT5 LT9 LT10</td> </tr> <tr> <td data-bbox="123 600 1008 634">• <i>Cat1 Flying</i> has correct behavior</td> <td data-bbox="1008 600 1386 634">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 634 1008 667">• <i>Apple</i> has correct behavior</td> <td data-bbox="1008 634 1386 667">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 667 1008 701">• <i>Avoided Sprite</i> has correct behavior (including faster than <i>Apple</i>)</td> <td data-bbox="1008 667 1386 701">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 701 1008 735">• All sprites hide when the game is over</td> <td data-bbox="1008 701 1386 735">LT5 LT8</td> </tr> <tr> <td data-bbox="123 735 1008 768">• All scripts are stopped when the game is over</td> <td data-bbox="1008 735 1386 768">LT5 LT8</td> </tr> </tbody> </table>	• correctly named Scratch file.	LT5	• 2 backdrops for stage as specified in assignment with correct behavior	LT5 LT6 LT8	• Score variable exists and is calculated correctly	LT5 LT9 LT10	• <i>Cat1 Flying</i> has correct behavior	LT5 LT6 LT7 LT8 LT10	• <i>Apple</i> has correct behavior	LT5 LT6 LT7 LT8 LT9 LT10	• <i>Avoided Sprite</i> has correct behavior (including faster than <i>Apple</i> )	LT5 LT6 LT7 LT8 LT10	• All sprites hide when the game is over	LT5 LT8	• All scripts are stopped when the game is over	LT5 LT8	
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<b>On Time Points</b>	<b>/10</b>																