

Name:

Period:

**Intro to Programming Scratch #11h – Catch a Crystal 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, change their appearance, and make sounds.																			
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 can correctly create mathematical expressions using those variables.																			
LT10 - I can use conditional statements correctly in code.																			
<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="123 443 1008 474">• Correctly named Scratch file.</td> <td data-bbox="1008 443 1390 474">LT5</td> </tr> <tr> <td data-bbox="123 474 1008 506">• 2 backdrops for stage as specified in assignment with correct behavior</td> <td data-bbox="1008 474 1390 506">LT5 LT6 LT8</td> </tr> <tr> <td data-bbox="123 506 1008 537">• Score variable exists in large readout, is labelled, and is calculated correctly</td> <td data-bbox="1008 506 1390 537">LT5 LT6 LT9 LT10</td> </tr> <tr> <td data-bbox="123 537 1008 569">• <i>Bowl</i> has correct behavior</td> <td data-bbox="1008 537 1390 569">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 569 1008 600">• <i>Crystal</i> has correct behavior</td> <td data-bbox="1008 569 1390 600">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 600 1008 663">• 2 <i>Avoided Sprites</i> have correct behavior (including faster than <i>Crystal</i> and different speeds)</td> <td data-bbox="1008 600 1390 663">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 663 1008 695">• All sprites hide when the game is over</td> <td data-bbox="1008 663 1390 695">LT5 LT8</td> </tr> <tr> <td data-bbox="123 695 1008 726">• All scripts are stopped when the game is over</td> <td data-bbox="1008 695 1390 726">LT5 LT8</td> </tr> <tr> <td data-bbox="123 726 1008 758">• Music plays while the game is playing</td> <td data-bbox="1008 726 1390 758">LT5 LT6 LT7</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 in large readout, is labelled, and is calculated correctly	LT5 LT6 LT9 LT10	• <i>Bowl</i> has correct behavior	LT5 LT6 LT7 LT8 LT10	• <i>Crystal</i> has correct behavior	LT5 LT6 LT7 LT8 LT9 LT10	• 2 <i>Avoided Sprites</i> have correct behavior (including faster than <i>Crystal</i> and different speeds)	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	• Music plays while the game is playing	LT5 LT6 LT7	
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<b>On Time Points</b>	<b>/10</b>																		