

Name:

Period:

Intro to Programming Scratch #12 – Alien Invasion 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="126 474 1039 506">• Correctly named scratch file.</td> <td data-bbox="1039 474 1398 506">LT5</td> </tr> <tr> <td data-bbox="126 516 1039 548">• Stage has 2 backdrops with correct scripts and music</td> <td data-bbox="1039 516 1398 548">LT5</td> </tr> <tr> <td data-bbox="126 558 1039 590">• 3 sprites (rocket pointing toward top, alien (4 costumes), bullet)</td> <td data-bbox="1039 558 1398 590">LT5</td> </tr> <tr> <td data-bbox="126 600 1039 653">• All variables: Score (All), speed, costume, clone percent, i am a clone (alien), i am a clone (bullet) exist and are calculated correctly</td> <td data-bbox="1039 600 1398 653">LT5 LT9</td> </tr> <tr> <td data-bbox="126 663 1039 695">• Rocket moves right/left using the arrow keys</td> <td data-bbox="1039 663 1398 695">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="126 705 1039 737">• Alien ship clones every .5 to 2.5 seconds using correct percentages and variables</td> <td data-bbox="1039 705 1398 737">LT5 LT7 LT9 LT10</td> </tr> <tr> <td data-bbox="126 747 1039 800">• Alien ship has correct start as clone script (move, add / subtract points, explode with sound, game over)</td> <td data-bbox="1039 747 1398 800">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="126 810 1039 842">• Bullet correctly clones when space key is pressed and then waits</td> <td data-bbox="1039 810 1398 842">LT5 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="126 852 1039 884">• Bullet correctly starts as clone (move, deleting clone)</td> <td data-bbox="1039 852 1398 884">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="126 894 1039 926">• All sprites and stage respond correctly to game over</td> <td data-bbox="1039 894 1398 926">LT5 LT8</td> </tr> </tbody> </table>	• Correctly named scratch file.	LT5	• Stage has 2 backdrops with correct scripts and music	LT5	• 3 sprites (rocket pointing toward top, alien (4 costumes), bullet)	LT5	• All variables: Score (All), speed, costume, clone percent, i am a clone (alien), i am a clone (bullet) exist and are calculated correctly	LT5 LT9	• Rocket moves right/left using the arrow keys	LT5 LT6 LT7 LT8 LT10	• Alien ship clones every .5 to 2.5 seconds using correct percentages and variables	LT5 LT7 LT9 LT10	• Alien ship has correct start as clone script (move, add / subtract points, explode with sound, game over)	LT5 LT6 LT7 LT8 LT9 LT10	• Bullet correctly clones when space key is pressed and then waits	LT5 LT7 LT8 LT10	• Bullet correctly starts as clone (move, deleting clone)	LT5 LT6 LT7 LT8 LT10	• All sprites and stage respond correctly to game over	LT5 LT8	
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