Name: **Period:**

Intro to Programming Scratch #12h – 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, 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.		
Do you have: • Correctly named scratch file.	LT5	
• Stage has 2 backdrops with correct scripts and music	LT5 LT6 LT7	
• 3 sprites (rocket pointing toward top, alien (6 costumes), bullet)	LT5	
• All variables: Score (All), speed, clone percent exist and are calculated correctly. Score is in large readout and is labelled.	LT5 LT6 LT9	
• Rocket moves right/left using the arrow keys	LT5 LT6 LT7 LT8 LT10	
• Alien ship clones every .25 to 1.25 secs 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	
	On Time Points	**/10**