

Name:

Period:

**Intro to Programming Scratch #14 – Pong 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.																																																									
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<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="123 394 974 426">• Correct work for ball, paddle, death line, brick as done in class</td> <td data-bbox="974 394 1055 426">LT5</td> <td data-bbox="1055 394 1136 426">LT6</td> <td data-bbox="1136 394 1218 426">LT7</td> <td data-bbox="1218 394 1299 426">LT8</td> <td data-bbox="1299 394 1380 426">LT9</td> <td data-bbox="1380 394 1461 426">LT10</td> </tr> <tr> <td data-bbox="123 426 974 457">• Lvl 1 is 30 s and speed increases every 3 s.</td> <td data-bbox="974 426 1055 457">LT5</td> <td data-bbox="1055 426 1136 457"></td> <td data-bbox="1136 426 1218 457">LT7</td> <td data-bbox="1218 426 1299 457">LT8</td> <td data-bbox="1299 426 1380 457">LT9</td> <td data-bbox="1380 426 1461 457">LT10</td> </tr> <tr> <td data-bbox="123 457 974 489">• Lvl 2 is 40 s and speed increases every 5 s. 2 balls of different colors</td> <td data-bbox="974 457 1055 489">LT5</td> <td data-bbox="1055 457 1136 489">LT6</td> <td data-bbox="1136 457 1218 489">LT7</td> <td data-bbox="1218 457 1299 489">LT8</td> <td data-bbox="1299 457 1380 489">LT9</td> <td data-bbox="1380 457 1461 489">LT10</td> </tr> <tr> <td data-bbox="123 489 974 520">• Lvl 3 speed increases every 5 s. 1 ball different color</td> <td data-bbox="974 489 1055 520">LT5</td> <td data-bbox="1055 489 1136 520">LT6</td> <td data-bbox="1136 489 1218 520">LT7</td> <td data-bbox="1218 489 1299 520">LT8</td> <td data-bbox="1299 489 1380 520">LT9</td> <td data-bbox="1380 489 1461 520"></td> </tr> <tr> <td data-bbox="123 520 974 552">• Score is handled correctly on all 3 levels with paddle and brick</td> <td data-bbox="974 520 1055 552">LT5</td> <td data-bbox="1055 520 1136 552"></td> <td data-bbox="1136 520 1218 552"></td> <td data-bbox="1218 520 1299 552"></td> <td data-bbox="1299 520 1380 552">LT9</td> <td data-bbox="1380 520 1461 552">LT10</td> </tr> <tr> <td data-bbox="123 552 974 583">• All sounds are as specified on all levels (paddle, brick, win, lose); Music plays</td> <td data-bbox="974 552 1055 583">LT5</td> <td data-bbox="1055 552 1136 583">LT6</td> <td data-bbox="1136 552 1218 583">LT7</td> <td data-bbox="1218 552 1299 583"></td> <td data-bbox="1299 552 1380 583"></td> <td data-bbox="1380 552 1461 583">LT10</td> </tr> <tr> <td data-bbox="123 583 974 615">• Variables show and hide on screen as specified in assignment</td> <td data-bbox="974 583 1055 615">LT5</td> <td data-bbox="1055 583 1136 615">LT6</td> <td data-bbox="1136 583 1218 615"></td> <td data-bbox="1218 583 1299 615"></td> <td data-bbox="1299 583 1380 615"></td> <td data-bbox="1380 583 1461 615"></td> </tr> <tr> <td data-bbox="123 615 974 646">• All scripts stop when the game is over; all sprites show and hide</td> <td data-bbox="974 615 1055 646">LT5</td> <td data-bbox="1055 615 1136 646"></td> <td data-bbox="1136 615 1218 646">LT7</td> <td data-bbox="1218 615 1299 646"></td> <td data-bbox="1299 615 1380 646"></td> <td data-bbox="1380 615 1461 646"></td> </tr> </tbody> </table>	• Correct work for ball, paddle, death line, brick as done in class	LT5	LT6	LT7	LT8	LT9	LT10	• Lvl 1 is 30 s and speed increases every 3 s.	LT5		LT7	LT8	LT9	LT10	• Lvl 2 is 40 s and speed increases every 5 s. 2 balls of different colors	LT5	LT6	LT7	LT8	LT9	LT10	• Lvl 3 speed increases every 5 s. 1 ball different color	LT5	LT6	LT7	LT8	LT9		• Score is handled correctly on all 3 levels with paddle and brick	LT5				LT9	LT10	• All sounds are as specified on all levels (paddle, brick, win, lose); Music plays	LT5	LT6	LT7			LT10	• Variables show and hide on screen as specified in assignment	LT5	LT6					• All scripts stop when the game is over; all sprites show and hide	LT5		LT7				
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