

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.																																																																
LT10 - I can use conditional statements correctly in code.																																																																
<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="123 390 987 422">• Correct work for ball, paddle, death line, brick as done in class</td> <td data-bbox="992 390 1052 417">LT5</td> <td data-bbox="1068 390 1128 417">LT6</td> <td data-bbox="1144 390 1205 417">LT7</td> <td data-bbox="1221 390 1281 417">LT8</td> <td data-bbox="1297 390 1357 417">LT9</td> <td data-bbox="1373 390 1433 417">LT10</td> </tr> <tr> <td data-bbox="123 428 987 459">• Lvl 1 is 15 s and speed increases by 3 every 3 s.</td> <td data-bbox="992 428 1052 455">LT5</td> <td data-bbox="1068 428 1128 455"></td> <td data-bbox="1144 428 1205 455">LT7</td> <td data-bbox="1221 428 1281 455">LT8</td> <td data-bbox="1297 428 1357 455">LT9</td> <td data-bbox="1373 428 1433 455">LT10</td> </tr> <tr> <td data-bbox="123 466 987 497">• Lvl 2 is 25 s and speed increases by 3 every 5 s. 2 balls of different colors</td> <td data-bbox="992 466 1052 493">LT5</td> <td data-bbox="1068 466 1128 493">LT6</td> <td data-bbox="1144 466 1205 493">LT7</td> <td data-bbox="1221 466 1281 493">LT8</td> <td data-bbox="1297 466 1357 493">LT9</td> <td data-bbox="1373 466 1433 493">LT10</td> </tr> <tr> <td data-bbox="123 504 987 535">• Lvl 3 speed increases by 3 every 6 s. 1 ball different color</td> <td data-bbox="992 504 1052 531">LT5</td> <td data-bbox="1068 504 1128 531">LT6</td> <td data-bbox="1144 504 1205 531">LT7</td> <td data-bbox="1221 504 1281 531">LT8</td> <td data-bbox="1297 504 1357 531">LT9</td> <td data-bbox="1373 504 1433 531"></td> </tr> <tr> <td data-bbox="123 541 987 573">• Score is handled correctly on all 3 levels with paddle and brick</td> <td data-bbox="992 541 1052 569">LT5</td> <td data-bbox="1068 541 1128 569"></td> <td data-bbox="1144 541 1205 569"></td> <td data-bbox="1221 541 1281 569"></td> <td data-bbox="1297 541 1357 569">LT9</td> <td data-bbox="1373 541 1433 569">LT10</td> </tr> <tr> <td data-bbox="123 579 987 611">• All sounds are as specified on all levels (paddle, brick, win, lose); Music plays</td> <td data-bbox="992 579 1052 606">LT5</td> <td data-bbox="1068 579 1128 606">LT6</td> <td data-bbox="1144 579 1205 606">LT7</td> <td data-bbox="1221 579 1281 606"></td> <td data-bbox="1297 579 1357 606"></td> <td data-bbox="1373 579 1433 606">LT10</td> </tr> <tr> <td data-bbox="123 617 987 648">• Variables show and hide on screen as specified in assignment</td> <td data-bbox="992 617 1052 644">LT5</td> <td data-bbox="1068 617 1128 644">LT6</td> <td data-bbox="1144 617 1205 644"></td> <td data-bbox="1221 617 1281 644"></td> <td data-bbox="1297 617 1357 644"></td> <td data-bbox="1373 617 1433 644"></td> </tr> <tr> <td data-bbox="123 655 987 686">• Any variables displayed on the screen are large readout with a label.</td> <td data-bbox="992 655 1052 682">LT5</td> <td data-bbox="1068 655 1128 682">LT6</td> <td data-bbox="1144 655 1205 682"></td> <td data-bbox="1221 655 1281 682"></td> <td data-bbox="1297 655 1357 682"></td> <td data-bbox="1373 655 1433 682"></td> </tr> <tr> <td data-bbox="123 693 987 724">• All scripts stop when the game is over; all sprites show and hide</td> <td data-bbox="992 693 1052 720">LT5</td> <td data-bbox="1068 693 1128 720"></td> <td data-bbox="1144 693 1205 720">LT7</td> <td data-bbox="1221 693 1281 720"></td> <td data-bbox="1297 693 1357 720"></td> <td data-bbox="1373 693 1433 720"></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 15 s and speed increases by 3 every 3 s.	LT5		LT7	LT8	LT9	LT10	• Lvl 2 is 25 s and speed increases by 3 every 5 s. 2 balls of different colors	LT5	LT6	LT7	LT8	LT9	LT10	• Lvl 3 speed increases by 3 every 6 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					• Any variables displayed on the screen are large readout with a label.	LT5	LT6					• All scripts stop when the game is over; all sprites show and hide	LT5		LT7				
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