

Name:

Period:

Intro to Programming Scratch #14 – Pong Parts I & II 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" data-bbox="123 415 1393 762"> <tbody> <tr> <td data-bbox="123 415 987 443">• Instructions screen with HARD, EASY, DifficultyLevel; Correct paddle</td> <td data-bbox="987 415 1068 443">LT5</td> <td data-bbox="1068 415 1149 443">LT6</td> <td data-bbox="1149 415 1230 443">LT8</td> <td data-bbox="1230 415 1393 443">LT9</td> </tr> <tr> <td data-bbox="123 443 987 470">• Correct work for ball, paddle, death line, brick as done in class</td> <td data-bbox="987 443 1068 470">LT5</td> <td data-bbox="1068 443 1149 470">LT6</td> <td data-bbox="1149 443 1230 470">LT7</td> <td data-bbox="1230 443 1393 470">LT8</td> <td data-bbox="1312 443 1393 470">LT9</td> <td data-bbox="1393 443 1474 470">LT10</td> </tr> <tr> <td data-bbox="123 470 987 497">• Lvl 1 is 30 s and speed increases every 3 s.</td> <td data-bbox="987 470 1068 497">LT5</td> <td data-bbox="1068 470 1149 497"></td> <td data-bbox="1149 470 1230 497">LT7</td> <td data-bbox="1230 470 1312 497">LT8</td> <td data-bbox="1312 470 1393 497">LT9</td> <td data-bbox="1393 470 1474 497">LT10</td> </tr> <tr> <td data-bbox="123 497 987 525">• Lvl 2 is 40 s and speed increases every 5 s. 2 balls of different colors</td> <td data-bbox="987 497 1068 525">LT5</td> <td data-bbox="1068 497 1149 525">LT6</td> <td data-bbox="1149 497 1230 525">LT7</td> <td data-bbox="1230 497 1312 525">LT8</td> <td data-bbox="1312 497 1393 525">LT9</td> <td data-bbox="1393 497 1474 525">LT10</td> </tr> <tr> <td data-bbox="123 525 987 552">• Lvl 3 speed increases every 5 s. 1 ball different color</td> <td data-bbox="987 525 1068 552">LT5</td> <td data-bbox="1068 525 1149 552">LT6</td> <td data-bbox="1149 525 1230 552">LT7</td> <td data-bbox="1230 525 1312 552">LT8</td> <td data-bbox="1312 525 1393 552">LT9</td> <td data-bbox="1393 525 1474 552"></td> </tr> <tr> <td data-bbox="123 552 987 579">• Score is handled correctly on all 3 levels with paddle and brick</td> <td data-bbox="987 552 1068 579">LT5</td> <td data-bbox="1068 552 1149 579"></td> <td data-bbox="1149 552 1230 579"></td> <td data-bbox="1230 552 1312 579"></td> <td data-bbox="1312 552 1393 579">LT9</td> <td data-bbox="1393 552 1474 579">LT10</td> </tr> <tr> <td data-bbox="123 579 987 606">• All sounds are as specified on all levels (paddle, brick, win, lose); Music plays</td> <td data-bbox="987 579 1068 606">LT5</td> <td data-bbox="1068 579 1149 606"></td> <td data-bbox="1149 579 1230 606"></td> <td data-bbox="1230 579 1312 606"></td> <td data-bbox="1312 579 1393 606"></td> <td data-bbox="1393 579 1474 606">LT10</td> </tr> <tr> <td data-bbox="123 606 987 634">• Variables show and hide on screen as specified in assignment</td> <td data-bbox="987 606 1068 634">LT5</td> <td data-bbox="1068 606 1149 634">LT6</td> <td data-bbox="1149 606 1230 634"></td> <td data-bbox="1230 606 1312 634"></td> <td data-bbox="1312 606 1393 634"></td> <td data-bbox="1393 606 1474 634"></td> </tr> <tr> <td data-bbox="123 634 987 661">• All scripts stop when the game is over; all sprites show and hide</td> <td data-bbox="987 634 1068 661">LT5</td> <td data-bbox="1068 634 1149 661"></td> <td data-bbox="1149 634 1230 661">LT7</td> <td data-bbox="1230 634 1312 661"></td> <td data-bbox="1312 634 1393 661"></td> <td data-bbox="1393 634 1474 661"></td> </tr> </tbody> </table>	• Instructions screen with HARD, EASY, DifficultyLevel; Correct paddle	LT5	LT6	LT8	LT9	• 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					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				
• Instructions screen with HARD, EASY, DifficultyLevel; Correct paddle	LT5	LT6	LT8	LT9																																																										
• 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					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																																																											
On Time Points	/10																																																													