

Name:

Period:

Intro to Programming Scratch #14h – 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="123 394 971 426">• Instructions screen with HARD, EASY, DifficultyLevel; Correct paddle</td> <td data-bbox="995 394 1052 426">LT5</td> <td data-bbox="1068 394 1125 426">LT6</td> <td data-bbox="1198 394 1255 426">LT8</td> <td data-bbox="1271 394 1328 426">LT9</td> </tr> <tr> <td data-bbox="123 426 971 457">• Correct work for ball, paddle, death line, brick as done in class</td> <td data-bbox="995 426 1052 457">LT5</td> <td data-bbox="1068 426 1125 457">LT6</td> <td data-bbox="1141 426 1198 457">LT7</td> <td data-bbox="1206 426 1263 457">LT8</td> <td data-bbox="1271 426 1328 457">LT9</td> <td data-bbox="1336 426 1393 457">LT10</td> </tr> <tr> <td data-bbox="123 457 971 489">• Lvl 1 is 30 s and speed increases every 3 s.</td> <td data-bbox="995 457 1052 489">LT5</td> <td data-bbox="1141 457 1198 489">LT7</td> <td data-bbox="1206 457 1263 489">LT8</td> <td data-bbox="1271 457 1328 489">LT9</td> <td data-bbox="1336 457 1393 489">LT10</td> </tr> <tr> <td data-bbox="123 489 971 520">• Lvl 2 is 40 s and speed increases every 5 s. 2 balls of different colors</td> <td data-bbox="995 489 1052 520">LT5</td> <td data-bbox="1068 489 1125 520">LT6</td> <td data-bbox="1141 489 1198 520">LT7</td> <td data-bbox="1206 489 1263 520">LT8</td> <td data-bbox="1271 489 1328 520">LT9</td> <td data-bbox="1336 489 1393 520">LT10</td> </tr> <tr> <td data-bbox="123 520 971 552">• Lvl 3 speed increases every 5 s. 1 ball different color</td> <td data-bbox="995 520 1052 552">LT5</td> <td data-bbox="1068 520 1125 552">LT6</td> <td data-bbox="1141 520 1198 552">LT7</td> <td data-bbox="1206 520 1263 552">LT8</td> <td data-bbox="1271 520 1328 552">LT9</td> </tr> <tr> <td data-bbox="123 552 971 583">• Score is handled correctly on all 3 levels with paddle and brick</td> <td data-bbox="995 552 1052 583">LT5</td> <td data-bbox="1271 552 1328 583">LT9</td> <td data-bbox="1336 552 1393 583">LT10</td> </tr> <tr> <td data-bbox="123 583 971 615">• All sounds are as specified on all levels (paddle, brick, win, lose); Music plays</td> <td data-bbox="995 583 1052 615">LT5</td> <td data-bbox="1068 583 1125 615">LT6</td> <td data-bbox="1141 583 1198 615">LT7</td> <td data-bbox="1336 583 1393 615">LT10</td> </tr> <tr> <td data-bbox="123 615 971 646">• Variables show and hide on screen as specified in assignment</td> <td data-bbox="995 615 1052 646">LT5</td> <td data-bbox="1068 615 1125 646">LT6</td> </tr> <tr> <td data-bbox="123 646 971 678">• All scripts stop when the game is over; all sprites show and hide</td> <td data-bbox="995 646 1052 678">LT5</td> <td data-bbox="1141 646 1198 678">LT7</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	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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