

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="126 390 974 422">• Instructions screen with HARD, EASY, DifficultyLevel; Correct paddle</td> <td data-bbox="992 390 1040 417">LT5</td> <td data-bbox="1068 390 1117 417">LT6</td> <td data-bbox="1198 390 1247 417">LT8</td> <td data-bbox="1263 390 1312 417">LT9</td> </tr> <tr> <td data-bbox="126 428 974 459">• Correct work for ball, paddle, death line, brick as done in class; 5 rows for HARD</td> <td data-bbox="992 428 1040 455">LT5</td> <td data-bbox="1068 428 1117 455">LT6</td> <td data-bbox="1133 428 1182 455">LT7</td> <td data-bbox="1198 428 1247 455">LT8</td> <td data-bbox="1263 428 1312 455">LT9</td> <td data-bbox="1377 428 1425 455">LT10</td> </tr> <tr> <td data-bbox="126 466 974 497">• Lvl 1 is 15 s and speed increases by 3 every 3 s.</td> <td data-bbox="992 466 1040 493">LT5</td> <td data-bbox="1133 466 1182 493">LT7</td> <td data-bbox="1198 466 1247 493">LT8</td> <td data-bbox="1263 466 1312 493">LT9</td> <td data-bbox="1377 466 1425 493">LT10</td> </tr> <tr> <td data-bbox="126 504 974 535">• Lvl 2 is 25 s and speed increases by 3 every 5 s. 2 balls of different colors</td> <td data-bbox="992 504 1040 531">LT5</td> <td data-bbox="1068 504 1117 531">LT6</td> <td data-bbox="1133 504 1182 531">LT7</td> <td data-bbox="1198 504 1247 531">LT8</td> <td data-bbox="1263 504 1312 531">LT9</td> <td data-bbox="1377 504 1425 531">LT10</td> </tr> <tr> <td data-bbox="126 541 974 573">• Lvl 3 speed increases by 3 every 6 s. 1 ball different color</td> <td data-bbox="992 541 1040 569">LT5</td> <td data-bbox="1068 541 1117 569">LT6</td> <td data-bbox="1133 541 1182 569">LT7</td> <td data-bbox="1198 541 1247 569">LT8</td> <td data-bbox="1263 541 1312 569">LT9</td> </tr> <tr> <td data-bbox="126 579 974 611">• Score is handled correctly on all 3 levels with paddle and brick</td> <td data-bbox="992 579 1040 606">LT5</td> <td data-bbox="1263 579 1312 606">LT9</td> <td data-bbox="1377 579 1425 606">LT10</td> </tr> <tr> <td data-bbox="126 617 974 648">• All sounds are as specified on all levels (paddle, brick, win, lose); Music plays</td> <td data-bbox="992 617 1040 644">LT5</td> <td data-bbox="1068 617 1117 644">LT6</td> <td data-bbox="1133 617 1182 644">LT7</td> <td data-bbox="1377 617 1425 644">LT10</td> </tr> <tr> <td data-bbox="126 655 974 686">• Variables show and hide on screen as specified in assignment</td> <td data-bbox="992 655 1040 682">LT5</td> <td data-bbox="1068 655 1117 682">LT6</td> </tr> <tr> <td data-bbox="126 693 974 724">• Any variables displayed on the screen are large readout with a label.</td> <td data-bbox="992 693 1040 720">LT5</td> <td data-bbox="1068 693 1117 720">LT6</td> </tr> <tr> <td data-bbox="126 730 974 762">• All scripts stop when the game is over; all sprites show and hide</td> <td data-bbox="992 730 1040 758">LT5</td> <td data-bbox="1133 730 1182 758">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; 5 rows for HARD	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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