

Name:

Period:

Intro to Programming Scratch #15 – Basketball 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" data-bbox="123 443 1403 688"> <tbody> <tr> <td data-bbox="123 443 987 474">• Correctly named scratch file.</td> <td data-bbox="987 443 1403 474">LT5</td> </tr> <tr> <td data-bbox="123 474 987 516">• Player 2 is correct (color, starting position, direction, left, right, jump)</td> <td data-bbox="987 474 1403 516">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 516 987 579">• Scripts for v-key and space-key are correct using <i>who has ball</i> and <i>x-velocity</i></td> <td data-bbox="987 516 1403 579">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 579 987 621">• Basketball shoots properly for correct player <i>when I receive shoot</i>.</td> <td data-bbox="987 579 1403 621">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 621 987 684">• <i>Player 1 Score</i> and <i>Player 2 Score</i> are initialized and incremented correctly</td> <td data-bbox="987 621 1403 684">LT5 LT9</td> </tr> </tbody> </table>	• Correctly named scratch file.	LT5	• Player 2 is correct (color, starting position, direction, left, right, jump)	LT5 LT6 LT7 LT8 LT10	• Scripts for v-key and space-key are correct using <i>who has ball</i> and <i>x-velocity</i>	LT5 LT8 LT9 LT10	• Basketball shoots properly for correct player <i>when I receive shoot</i> .	LT5 LT6 LT7 LT8 LT9 LT10	• <i>Player 1 Score</i> and <i>Player 2 Score</i> are initialized and incremented correctly	LT5 LT9	
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