

Name:

Period:

Intro to Programming Scratch #15 – Basketball (Part I Only) 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"> <tbody> <tr> <td data-bbox="123 474 974 506">• Correctly named scratch file.</td> <td data-bbox="974 474 1390 506">LT5</td> </tr> <tr> <td data-bbox="123 516 974 548">• Player 2 is correct (color, starting position, direction, left, right, jump)</td> <td data-bbox="974 516 1390 548">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 558 974 621">• Scripts for v-key and space-key are correct using <i>who has ball</i> and <i>x-velocity</i></td> <td data-bbox="974 558 1390 621">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 621 974 653">• Basketball shoots properly for correct player <i>when I receive shoot</i>.</td> <td data-bbox="974 621 1390 653">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 663 974 726">• <i>Player 1 Score</i> and <i>Player 2 Score</i> are initialized and incremented correctly</td> <td data-bbox="974 663 1390 726">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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