

Name:

Period:

Intro to Programming Scratch #15 – Basketball (Part 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="123 474 1403 768"> <tbody> <tr> <td data-bbox="123 474 987 506">• Correctly named scratch file.</td> <td data-bbox="987 474 1403 506">LT5</td> </tr> <tr> <td data-bbox="123 506 987 548">• Player 2 is correct (color, starting position, direction, left, right, jump)</td> <td data-bbox="987 506 1403 548">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="123 548 987 611">• Scripts for v-key and space-key are correct using <i>who has ball</i> and <i>x-velocity</i></td> <td data-bbox="987 548 1403 611">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 611 987 653">• Basketball shoots properly for correct player <i>when I receive shoot</i>.</td> <td data-bbox="987 611 1403 653">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="123 653 987 716">• <i>Player 1 Score</i> and <i>Player 2 Score</i> are initialized and incremented correctly; hide and show appropriately</td> <td data-bbox="987 653 1403 716">LT5 LT6 LT9</td> </tr> <tr> <td data-bbox="123 716 987 758">• Start Screen with Hard/Easy buttons; Easy game slows down hoop.</td> <td data-bbox="987 716 1403 758">LT5 LT8 LT9 LT10</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; hide and show appropriately	LT5 LT6 LT9	• Start Screen with Hard/Easy buttons; Easy game slows down hoop.	LT5 LT8 LT9 LT10	
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