

Name:

Period:

**Intro to Programming Scratch #16h – 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"> <tbody> <tr> <td data-bbox="118 443 974 474">• Correctly named scratch file.</td> <td data-bbox="974 443 1393 474">LT5</td> </tr> <tr> <td data-bbox="118 474 974 516">• Player 2 is correct (color, starting position, direction, left, right, jump)</td> <td data-bbox="974 474 1393 516">LT5 LT6 LT7 LT8 LT10</td> </tr> <tr> <td data-bbox="118 516 974 579">• Scripts for v-key and space-key are correct using <i>who has ball</i> and <i>x-velocity</i></td> <td data-bbox="974 516 1393 579">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="118 579 974 621">• Basketball shoots properly for correct player <i>when I receive shoot</i>.</td> <td data-bbox="974 579 1393 621">LT5 LT6 LT7 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="118 621 974 716">• <i>Player 1 Score</i> and <i>Player 2 Score</i> are initialized and incremented correctly and appear on the stage in large readout mode with labels; hide and show appropriately.</td> <td data-bbox="974 621 1393 716">LT5 LT6 LT9</td> </tr> <tr> <td data-bbox="118 716 974 747">• Start Screen with Hard/Easy buttons, correct use of HARD/EASY vars.</td> <td data-bbox="974 716 1393 747">LT5 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="118 747 974 789">• In Easy game, hoop moves for 2.5 seconds; Hard game is 1.5 seconds</td> <td data-bbox="974 747 1393 789">LT5 LT6 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 and appear on the stage in large readout mode with labels; hide and show appropriately.	LT5 LT6 LT9	• Start Screen with Hard/Easy buttons, correct use of HARD/EASY vars.	LT5 LT8 LT9 LT10	• In Easy game, hoop moves for 2.5 seconds; Hard game is 1.5 seconds	LT5 LT6 LT9 LT10	
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<b>On Time Points</b>	<b>/10</b>														