Name:

Intro to Programming Scratch #17h - Platform Rubric

Learning Target?GLT5 - I can produce written and software artifacts that meet oral and written specifications.IT5 - I can produce written and software artifacts that meet oral and written specifications.IT5 - 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.IT7 - I can use looping constructs correctly in code.LT7 - I can use looping constructs correctly in code.IT7 - I can use them appropriately in code.IT7 - 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.IT5IT6 - IT7 LT8 LT9 LT10Do you have:Correctly named scratch file.IT5• Hitbox and Player code are correct as done in class.IT5 LT6 LT7 LT8 LT9 LT10• Add 3 more platforms to each level ORLT5 LT6• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zoneLT5 LT6 LT7 LT8 LT9 LT10• 2 moving sprites per level that cause the player to reset and do not hideLT5 LT6 LT7 LT8 LT9 LT10• 2 moving sprites per level that cause the player to reset and do not hideLT5 LT6 LT7 LT10• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.LT5 LT6 LT7 LT10• All sounds (music, points added, player resets, game over)LT5 LT6 LT7 LT10• All scripts stop and all sprites hide when game is overLT5 LT7 LT8	Intro to Programming Scratch #17h - Platfor	rm Kut	oric					
LT6 - I can write code to cause objects to move on the screen, change their appearance, and make sounds. Image: Control of Control								Grade
LT7 - I can use looping constructs correctly in code. Image: Constructs correctly in code of inter-process communication and event interrupts and can use them appropriately 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. Do you have: • Correctly named scratch file. LT5 • Hitbox and Player code are correct as done in class. LT5 LT6 • Add 3 more platforms to each level OR • Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zone LT5 • 3 sprites per level that add points when touched and hide; points are added LT5 LT6 • 2 moving sprites per level that cause the player to reset and do not hide LT5 LT6 • Score & Level are in large readout mode with labels on all screens. Level hides when game is over. LT6 LT6 • All sounds (music, points added, player resets, game over) LT5 LT6 LT10	*							
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.Do you have:• Correctly named scratch file.LT5LT6LT7• Add 3 more platforms to each level OR• Score & Level that add points when touched and hide; points are addedLT5LT6LT7• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.LT6LT7LT6LT7LT6LT7LT10LT5LT6LT5LT6LT7LT10LT5LT6LT7LT10LT5LT6LT7LT10LT7LT10LT5LT6LT5LT6LT7LT10		, and m	ake sou	nds.				
LT9 - I can use variables correctly in code and can correctly create mathematical expressions using those variables. Image: Correctly named screatch file. Image: Correct file. Image:								
LT10 - I can use conditional statements correctly in code.Do you have:LT5• Correctly named scratch file.LT5• Hitbox and Player code are correct as done in class.LT5• LT6LT7LT8• Add 3 more platforms to each level ORLT5• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zoneLT5• 3 sprites per level that add points when touched and hide; points are addedLT5• 2 moving sprites per level that cause the player to reset and do not hideLT5• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.LT6• All sounds (music, points added, player resets, game over)LT5LT6LT7LT10							de.	
Do you have:LT5• Correctly named scratch file.LT5• Hitbox and Player code are correct as done in class.LT5LT5LT6LT7• Add 3 more platforms to each level ORLT5• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zoneLT5• Sprites per level that add points when touched and hide; points are addedLT5• 2 moving sprites per level that cause the player to reset and do not hideLT5• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.LT6• All sounds (music, points added, player resets, game over)LT5LT6LT7LT10	· · · · · · · · ·	essions u	using th	ose var	iables	•		
• Correctly named scratch file.LT5• Hitbox and Player code are correct as done in class.LT5LT6LT7LT8LT9LT10• Add 3 more platforms to each level ORLT5LT6• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zoneLT5LT6• 3 sprites per level that add points when touched and hide; points are addedLT5LT6• 2 moving sprites per level that cause the player to reset and do not hideLT5LT6LT7LT10• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.LT5LT6LT7LT10• All sounds (music, points added, player resets, game over)LT5LT6LT7LT10	LT10 - I can use conditional statements correctly in code.							
• Hitbox and Player code are correct as done in class.LT5LT6LT7LT8LT9LT10• Add 3 more platforms to each level ORLT5LT6• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zoneLT5LT6• 3 sprites per level that add points when touched and hide; points are addedLT5LT6• 2 moving sprites per level that cause the player to reset and do not hideLT5LT6LT7LT10• Score & Level are in large readout mode with labels on all screens. Level hides when game is over.LT5LT6LT7LT10• All sounds (music, points added, player resets, game over)LT5LT6LT7LT10	Do you have:							
• Add 3 more platforms to each level OR LT5 LT6 • Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zone LT5 LT6 • 3 sprites per level that add points when touched and hide; points are added LT5 LT8 LT9 LT10 • 2 moving sprites per level that cause the player to reset and do not hide LT5 LT6 LT7 LT10 • Score & Level are in large readout mode with labels on all screens. Level hides when game is over. LT5 LT6 LT7 LT10 • All sounds (music, points added, player resets, game over) LT5 LT6 LT7 LT10	Correctly named scratch file.	LT5						
 Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zone LT5 LT6 3 sprites per level that add points when touched and hide; points are added LT5 LT8 LT9 LT10 2 moving sprites per level that cause the player to reset and do not hide LT5 LT6 LT7 LT10 Score & Level are in large readout mode with labels on all screens. Level hides LT5 LT6 LT6 LT7 LT10 All sounds (music, points added, player resets, game over) 	• Hitbox and Player code are correct as done in class.	LT5	LT6	LT7	LT8	LT9	LT10	
• 3 sprites per level that add points when touched and hide; points are added LT5 LT8 LT9 LT10 • 2 moving sprites per level that cause the player to reset and do not hide LT5 LT6 LT7 LT10 • Score & Level are in large readout mode with labels on all screens. Level hides when game is over. LT5 LT6 LT7 LT10 • All sounds (music, points added, player resets, game over) LT5 LT6 LT7 LT10	• Add 3 more platforms to each level OR	LT5	LT6					
• 2 moving sprites per level that cause the player to reset and do not hide LT5 LT6 LT7 LT10 • Score & Level are in large readout mode with labels on all screens. Level hides when game is over. LT5 LT6 LT7 LT10 • All sounds (music, points added, player resets, game over) LT5 LT6 LT7 LT10	• Extra Credit: 3 original costumes for the Platform, one with pit, one with dead zone	LT5	LT6					
• Score & Level are in large readout mode with labels on all screens. Level hides when game is over. LT5 LT6 • All sounds (music, points added, player resets, game over) LT5 LT6 LT7	• 3 sprites per level that add points when touched and hide; points are added	LT5			LT8	LT9	LT10	
when game is over. L15 L16 • All sounds (music, points added, player resets, game over) LT5 LT6 LT7	• 2 moving sprites per level that cause the player to reset and do not hide	LT5	LT6	LT7			LT10	
	<u> </u>	LT5	LT6					
All scripts stop and all sprites hide when game is over LT5 LT7 LT8	• All sounds (music, points added, player resets, game over)	LT5	LT6	LT7			LT10	
	• All scripts stop and all sprites hide when game is over	LT5		LT7	LT8			