

Name:

Period:

Intro to Programming Scratch #2 – Baseball 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.																	
<p>Do you have:</p> <table border="1"> <tbody> <tr> <td data-bbox="99 390 1040 424">• Scratch file is named correctly</td> <td data-bbox="1045 390 1300 424">LT5</td> </tr> <tr> <td data-bbox="99 430 1040 464">• Cat starts at home base, runs the bases, ends at home base.</td> <td data-bbox="1045 430 1300 464">LT5 LT6 LT7</td> </tr> <tr> <td data-bbox="99 470 1040 504">• Cat stays in lane</td> <td data-bbox="1045 470 1300 504">LT5 LT7</td> </tr> <tr> <td data-bbox="99 510 1040 543">• Cat looks like he’s running, not hopping, not skipping, not walking</td> <td data-bbox="1045 510 1300 543">LT5 LT6 LT7</td> </tr> <tr> <td data-bbox="99 550 1040 583">• Cat faces the appropriate direction</td> <td data-bbox="1045 550 1300 583">LT5 LT6</td> </tr> <tr> <td data-bbox="99 590 1040 623">• Cat moves at an appropriate speed</td> <td data-bbox="1045 590 1300 623">LT5 LT6 LT7</td> </tr> <tr> <td data-bbox="99 630 1040 663">• Cat is a color other than orange</td> <td data-bbox="1045 630 1300 663">LT5 LT6</td> </tr> <tr> <td data-bbox="99 669 1040 703">• There is cheering or clapping when the cat finishes</td> <td data-bbox="1045 669 1300 703">LT5 LT6</td> </tr> </tbody> </table>	• Scratch file is named correctly	LT5	• Cat starts at home base, runs the bases, ends at home base.	LT5 LT6 LT7	• Cat stays in lane	LT5 LT7	• Cat looks like he’s running, not hopping, not skipping, not walking	LT5 LT6 LT7	• Cat faces the appropriate direction	LT5 LT6	• Cat moves at an appropriate speed	LT5 LT6 LT7	• Cat is a color other than orange	LT5 LT6	• There is cheering or clapping when the cat finishes	LT5 LT6	
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