

Name:

Period:

Intro to Programming Scratch #8 – Dice 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.	
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> <ul style="list-style-type: none"> <li data-bbox="138 499 1370 535">• correctly named Scratch file LT5 <hr/> <li data-bbox="138 548 1370 583">• 2 dice sprites with realistic costumes that you created yourself LT5 <hr/> <li data-bbox="138 590 1370 625">• 3 variables: die1, die2 and total LT5 LT9 <hr/> <li data-bbox="138 632 1370 667">• a button that says <i>Roll the Dice</i> LT5 <hr/> <li data-bbox="138 674 1370 737">• when clicked, button sets die1 and die2 variables to random numbers from 1-6, and broadcasts <i>roll</i> LT5 LT8 LT9 <hr/> <li data-bbox="138 743 1370 779">• when each Die sprite receives <i>roll</i>, the costume changes accordingly LT5 LT6 LT8 LT9 LT10 <hr/> <li data-bbox="138 785 1370 821">• the button sets the value of the total variable LT5 LT9 	
On Time Points	/10