Name: **Period:**

Intro to Programming Scratch #8h – 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, change their appearance, and make sounds.	
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	
• 2 dice sprites with realistic costumes that you created yourself LT5	
• 3 variables: die1, die2 and total LT5 LT9	
• a button that says *Roll the Dice* LT5	
• when clicked, button sets die1, die2, and die3 variables to random numbers LT5 LT8 LT9 from 1-6, and broadcasts *roll*	
• when each Die sprite receives *roll*, , its costume changes 10 times to a LT5 LT6 LT8 LT9 LT10 random constume, and then switches to match the value of its variable	
• the button sets the value of the total variable LT5 LT9	
On Time Points	**/10**