

Name:

Period:

**Intro to Programming Scratch #9 – RPS (Rock Paper Scissors) 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> <table border="1" data-bbox="99 499 1386 863"> <tbody> <tr> <td data-bbox="99 499 1052 535">• correctly named Scratch file</td> <td data-bbox="1052 499 1386 535">LT5</td> </tr> <tr> <td data-bbox="99 535 1052 571">• The game is played correctly using J, K, L</td> <td data-bbox="1052 535 1386 571">LT5 LT6 LT8 LT9 LT10</td> </tr> <tr> <td data-bbox="99 571 1052 606">• Computer says <i>I win!!!! Ha Ha Ha!!!!</i> when it wins</td> <td data-bbox="1052 571 1386 606">LT5 LT9 LT10</td> </tr> <tr> <td data-bbox="99 606 1052 642">• Computer says <i>You win! Darn...</i> when it loses.</td> <td data-bbox="1052 606 1386 642">LT5 LT9 LT10</td> </tr> <tr> <td data-bbox="99 642 1052 678">• Computer says <i>This one was a tie!</i> when a tie occurs.</td> <td data-bbox="1052 642 1386 678">LT5 LT9 LT10</td> </tr> <tr> <td data-bbox="99 678 1052 816">• Variables <i>total-times-played</i>, <i>computer-wins</i>, <i>player-wins</i> and <i>ties</i> exist and are calculated correctly <b>before</b> the computer Sprite says anything.</td> <td data-bbox="1052 678 1386 816">LT5 LT9 LT10</td> </tr> <tr> <td data-bbox="99 816 1052 852">• All variables are reset when the green flag is clicked.</td> <td data-bbox="1052 816 1386 852">LT5 LT8 LT9</td> </tr> </tbody> </table>	• correctly named Scratch file	LT5	• The game is played correctly using J, K, L	LT5 LT6 LT8 LT9 LT10	• Computer says <i>I win!!!! Ha Ha Ha!!!!</i> when it wins	LT5 LT9 LT10	• Computer says <i>You win! Darn...</i> when it loses.	LT5 LT9 LT10	• Computer says <i>This one was a tie!</i> when a tie occurs.	LT5 LT9 LT10	• Variables <i>total-times-played</i> , <i>computer-wins</i> , <i>player-wins</i> and <i>ties</i> exist and are calculated correctly <b>before</b> the computer Sprite says anything.	LT5 LT9 LT10	• All variables are reset when the green flag is clicked.	LT5 LT8 LT9	
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