

Name:

Period:

Web Design Canvas #3 –Draw a Monkey’s Head Rubric

Learning Target?	Grade
LT1 - I can produce written and software artifacts that meet oral and written specifications.	
LT2 - I can use Javascript to correctly place shapes and images on the canvas.	
LT3 - I can use Javascript to draw shapes on a canvas including outlining and filling.	
LT6 - I can use variables in Javascript.	
<p>Do you have:</p> <ul style="list-style-type: none"> <li data-bbox="139 390 1370 426">• Title is as specified in assignment LT1 <li data-bbox="139 426 1370 462">• Canvas is square with appropriate dimensions LT1 <li data-bbox="139 462 1370 497">• Init() and draw() functions are used correctly LT1 <li data-bbox="139 497 1370 533">• Your color variables are created as constants LT1 LT6 <li data-bbox="139 533 1370 569">• The background is a color. LT1 LT3 LT6 <li data-bbox="139 569 1370 604">• Monkey’s head is centered on canvas and is filled. LT1 LT2 LT3 LT6 <li data-bbox="139 604 1370 640">• 2 ears appropriate positioned by head and filled with same color. LT1 LT2 LT3 LT6 <li data-bbox="139 640 1370 676">• Face is outlined and filled. LT1 LT2 LT3 LT6 <li data-bbox="139 676 1370 711">• 2 eyes and a nose appropriately placed and filled LT1 LT2 LT3 LT6 <li data-bbox="139 711 1370 747">• Mouth must be a circle outlined in red. LT1 LT2 LT3 LT6 	
On Time Points	/10