

Name:

Period:

Web Design Canvas #7 –Rotate 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.	
LT5 - I can use Javascript to create timers and handle events.	
LT6 - I can use variables in Javascript.	
<p>Do you have:</p> <ul style="list-style-type: none"> <li data-bbox="139 411 1370 445">• Title is as specified in assignment LT1 <li data-bbox="139 445 1370 478">• Canvas is square with appropriate dimensions LT1 <li data-bbox="139 478 1370 512">• init(), animate(), and draw() functions are used correctly LT1 LT5 <li data-bbox="139 512 1370 546">• Original monkey is drawn correctly. LT1 LT2LT3 <li data-bbox="139 546 1370 579">• A variable is used to keep track of the rotation angle LT1 LT6 <li data-bbox="139 579 1370 613">• The monkey rotates around the center of the head. LT1 LT2LT3 <li data-bbox="139 613 1370 646">• The context functions save, translate, rotate, and restore are used correctly LT1 LT2LT3 	
On Time Points	/10