Scratch Independent Project Assessment

Student Name:	

Design Specifications:

- o **Sprites**: Your project must include <u>at least 2 sprites</u>. You may use ones in scratch or create your own.
- **Costumes**: At least one of the sprites you use must have <u>at least 3 costumes</u> that appear throughout the project.
- o **Stage**: You must use a stage. It may be drawn by hand or imported.
- \circ **Motion**: At least one of the sprites must move at some point in the project, using the (x,y) coordinate system to direct its motion.
- o **Loops**: Your project must use at least one loop, created using one of the blocks shown below.
- Broadcasting & Receiving Messages: The stage or one of the sprites must broadcast <u>at least one</u> <u>message</u>, which must be <u>received by another object</u>, <u>causing it to do something</u>. Use the following blocks to do this.
- **Variables**: You must <u>use a variable to create a switch</u> that turns on or off when the variable reaches a certain number, causing something to happen.
- Story/Experience: Your project should use all these pieces to tell a story or provide a meaningful experience for the user. It should be creative and fun.

Achievement Grade Rubric

Criterion	4	3	2	1
Plan	The student(s) produce a plan that describes in detail the project they plan to create. The student has thought through how to accomplish this in Scratch.	The student(s) produce a plan that describes the project, and mentions some ideas for how to do this in Scratch.	The student(s) produce a plan that includes some details of the project, and/or some ideas about how to do this in Scratch.	The student(s) produce an incomplete or confusing plan for their Scratch project.
Create	The student(s) demonstrate sophisticated knowledge of Scratch by completing the project to meet ALL of the design specifications successfully. The project is creative & interesting for the user and all the parts fit together to make a meaningful whole. Programming tools are used in sophisticated ways.	The student(s) demonstrate knowledge of Scratch by completing the project to meet MOST of the design specifications successfully. The project shows some creativity and interest for the user and the parts fit together to make a reasonable whole.	The student(s) show partial knowledge of Scratch by attempting to complete the project as outlined in the design specifications. The parts generally fit together to make an appropriate whole.	The student(s) show inadequate knowledge of Scratch by attempting to complete the project as outlined in the design specifications. Many features don't work or are missing.
Attitudes	The student consistently displays a satisfactory standard in both : • personal engagement (motivation, independence, general positive attitude) • attitudes towards problem solving and perseverance	The student frequently displays a satisfactory standard in both personal engagement and attitudes towards problem solving and perseverance	The student occasionally displays a satisfactory standard in either personal engagement or attitudes towards problem solving and perseverance	The student requires support in displaying a satisfactory standard in personal engagement and/or attitudes towards problem solving and perseverance

Comments: