Scratch Project Grading

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Trait** | **Exceptional** | **Acceptable** | **Basic** | **Unsatisfactory** |
| **Specifications** | Works and meets all specifications. | The program works and produces the correct results and displays them correctly. It also meets most of the specifications. | The program produces the correct results but does not display them correctly | The program is producing incorrect results. |
| **Readability** | |  | | --- | | The code is exceptionally well organized and very easy to follow. | | |  | | --- | | The code is fairly easy to read. | | |  | | --- | | The code is readable only by someone who knows what it is supposed to be doing. | | The code is poorly organized and very difficult to read. |
| **Reusability** | |  | | --- | | The code could be reused as a whole or each routine could be reused. | | |  | | --- | | Most of the code could be reused in other programs. | | |  | | --- | | Some parts of the code could be reused in other programs. | | |  | | --- | | The code is not organized for reusability. | |
| **Documentation** | |  | | --- | | The documentation is well written and clearly explains what the code is accomplishing and how. | | |  | | --- | | The documentation consists of embedded comment and some simple header documentation that is somewhat useful in understanding the code. | | |  | | --- | | The documentation is simply comments embedded in the code with some simple header comments separating routines. | | |  | | --- | | The documentation is simply comments embedded in the code and does not help the reader understand the code. | |
| **Delivery** | Delivered on time | It was deliver within a day of due date | It was delivered within a week. | It was delivered after 1 week of the due date. |
| **Totals** | /20 | /15 | /10 | /5 |
| **Final Total** |  | | | |

Elements (12)

Basic items that project should contain:

Animation □

Movement □

Conversation □

Switch costume □

Change Backdrops □

Play Sound or instrument □

Use a variable □

Use an event (click or broadcast ) □

Use control (wait, repeat, forever, if/then, wait, stop, clone) □□

Use Sensing (touching, ask, mouse, timer) □

Use Math operators (arithmetic, random, greater/less, and/or/not, mod ) □

Total Points : Part A(18) + Part B(20) + Part C(12) = \_\_\_/50

\_\_\_\_\_\_ + \_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_/50