**ASSESSMENT RUBRIC FOR SCRATCH GAME**

****

**Task:** Design a game using scratch with multiple levels.

|  |  |  |  |
| --- | --- | --- | --- |
| **CATEGORY** | **HIGH** | **MEDIUM** | **DEVELOPING** |
| Sprites | At least one hand drawn sprite. | At least one sprite has been edited with drawing tool. | No edited sprites. |
| Backdrops | At least 3 backdrop changes. | At least 2 backdrop changes. | No backdrop changes. |
| Game | The game is an original game design. | The game is a remix of a referenced existing game.  | The remix is not referenced.  |
| Game | Game is challenging. Levels get progressively harder.  | Game is challenging but not impossible. | Game is easy or impossible.  |
| Levels | At least 3 levels which get progressively harder. | At least 2 levels. | 1 level. |
| Score | Keeps score. Goals are reached, objects are collected and/or avoided for points.  | There is a variable for scoring which works some of the time.  | There is no variable for scoring.  |
| User friendliness  | There are clear written instructions for the user. Game is fun to play. | There are instructions for the user. The game is playable.  | There are no written instructions. The game is unplayable.  |
| Programming mechanics | Code is ordered neatly and the program resets itself every time.  | Most code is ordered neatly and the program resets itself most of the time.  | There is no apparent order with the code and or the program doesn’t reset itself.  |

***Australian Curriculum Content Descriptors (Y5-6):***
Design a [user interface](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=user+interface) for a [digital system](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=digital+system) [(ACTDIP018)](http://www.australiancurriculum.edu.au/curriculum/contentdescription/ACTDIP018)
Design, modify and follow simple algorithms involving sequences of steps, [branching](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=branching), and [iteration](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=iteration) (repetition) [(ACTDIP019)](http://www.australiancurriculum.edu.au/curriculum/contentdescription/ACTDIP019)
Implement digital solutions as simple visual programs involving [branching](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=branching), [iteration](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=iteration) (repetition), and user [input](http://www.australiancurriculum.edu.au/glossary/popup?a=T&t=input) [(ACTDIP020)](http://www.australiancurriculum.edu.au/curriculum/contentdescription/ACTDIP020)