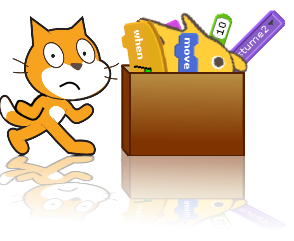
**ASSESSMENT RUBRIC FOR SCRATCH GAME**

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

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| **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)