

Student: _____ Period: _____

Project Name: _____

ONLY update Scratch Features section by checking off the features you have used in your project

Scratch Final Project evaluation criteria: (Total: 30 Project Points)

Design, Creativity & Effort: (15 Points)

(__/3) – design work done before implementation – Plan & Sketch sheets completed and reviewed before you started major work (must be signed off with Mr. Bergquist)

(__/2) – Clarity – Project had a clear predefined goal and was easy to use

(__/3) – Entertaining and Fun – project is engaging and easily enjoyed by others

(__/2) – Originality – project has unique qualities

(__/3) – good use of class time (sustained effort, no off-task)

Scratch Features: (Maximum 12 Points)

There is a variety of functionality in Scratch, you don't need to use all of it – demonstrate at least 6 of the following features to fully earn up to 12 points maximum:

Check off all that you have used in the first column here:

__ (__/2) – At least three Sprites, one of your own design

__ (__/2) – A Sprite displays at least 5 different costumes

__ (__/2) – At least 4 different kinds of motions are used

__ (__/2) – At least two Events are used to trigger activity between Sprites

__ (__/2) – Variables used to track points or some kind of displayed value

__ (__/2) – Pen is used to draw on the screen

__ (__/2) – Questions are asked and answers gathered to determine actions or replies

__ (__/2) – Keyboard and/or mouse actions control activity (i.e. move sprites)

__ (__/2) – Stage changes throughout project at least 2 times

__ (__/2) – At least three different sounds are used in the application

__ (__/2) – Another feature to add to our list?: _____

Project Functionality: (3 Points)

(__/3) – Project works correctly and does not have any major failures.

_____ Total (out of 30)

Comments: _____

