

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: \_\_\_\_\_

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