Assessment rubric: Year 4 – Repetition in games

| **Learner:** |  | **Teacher:** |  | **Date:** |  |
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|  | **Emerging [1]** | **Expected [2]** | **Exceeding [3]** | **Score** |
| --- | --- | --- | --- | --- |
| **Task** | * Outline the main requirements of the task
 | * Detail the specific requirements of the task
 | * Describe the key steps required to complete the task
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| **Design** | * Choose a sprite and a backdrop
* Create an algorithm for the sprites that uses repetition
 | * Choose relevant sprites and backdrops for a game
* Create an algorithm that includes show, hide, and moveblocks
* Create an algorithm that includes relevant soundblocks
 | * Identify how additional sprites may need to be modified to enhance the game, for example, use waitblocks to stagger the timing of sprites appearing
* Identify aspects of the algorithm that can be reused for additional sprites
 |  |
| **Code** | * Translate their design into code for an individual sprite
 | * Create additional sprites and copy code over to those sprites
* Modify their code for additional sprites
 | * Include additional code that enhances the function of the game and reflects design choices
 |  |
| **Running the code** | * Run their code successfully and it meets elements of the task
 | * Run their code and identify whether it meets the requirements of the task
 | * Run their code and explain how it meets the requirements of the task
 |  |
| **Evaluation** | * Identify elements of the task that have been achieved
 | * Evaluate how successful they were in meeting the task requirements
 | * Identify how and why their project could be improved
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|  |  |  |  |  |

| Teacher feedback |  |
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| **Learner response to feedback** |  |

Resources are updated regularly - the latest version is available at: [the-cc.io/curriculum](http://the-cc.io/curriculum).



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