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 |  |
| **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 |  |
|  |  |  |  |  |

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

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