Assessment rubric: Year 6 – Sensing

| **Learner:** |  | **Teacher:** |  | **Date:** |  |
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|  | **Emerging [1]** | **Expected [2]** | **Exceeding [3]** | **Score** |
| --- | --- | --- | --- | --- |
| **Task** | * Describe the purpose of the project, for example, to create a project that shows how many steps someone has walked
 | * Describe what will be shown if someone has walked more than a set number of steps
 | * Describe a variety of responses based on the number of steps walked
 |  |
| **Design** | * Identify how a user will be shown how many steps they’ve walked
* Create an algorithm to describe how the program will record a step
 | * Identify what will be displayed and how the user will see it
* Choose an appropriate name for a variable
* Choose when and where to set a variable
* Create an algorithm to describe how the program will process each input
 | * Relate the use of selection within the algorithm to other real-world systems
 |  |
| **Code** | * Choose from a scaffolded set of blocks to implement their algorithm
 | * Combine appropriate blocks to implement their algorithm
 | * Explain why they have chosen to implement their algorithm in that way
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| **Running the code** | * Run their code on the device
* Identify if the program doesn’t work as they expected it to
 | * Run their code on the emulator to test their program
* Propose a strategy to fix the code if it is not working
 | * Discuss the limitations of the emulator when testing code
* Explain to others about any bugs that were found and how they were fixed
 |  |
| **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** |  |

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