**Name** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Scratch Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Project name**  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Period \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Breakout**

**SCRATCH RUBRIC**

|  |  |  |  |
| --- | --- | --- | --- |
| **Category** | **0** | **1** | **2** |
| **Sound** | No sound. | Sound is playing occasionally during the game.  Sound does not end when game ends. | Sound must be playing during the game.  Sound ends when game ends. |
| **Project**  **Design**  **Directions** | No directions | Includes a way for user to interact with program using either the project notes or a sprite but instructions could be clearer. | Includes a way for user to interact with the program and clear instructions using either the project notes or a sprite. |
| **Project**  **Design**  **Breakout Blocks** | No change | The breakout boxes are present and somewhat change position, size, color, number, etc from level to level | The breakout boxes are present and change position, size, color, number, etc from level to level |
| **Project**  **Design**  **Levels** | Less than 3 levels. | A total of 3 levels are present but do not change. | A total of 3 levels are present in which each level changes in some way. The speed, size of the pong ball, or paddle size should be changing from level to level. |
| **Programming**  **Background**  **Stages** | No Winner and Loser backgrounds are included. | Either a Winner or Loser background is included but not both. | Both a Winner and Loser background are included. |
| **Programming**  **Counter** | No counter or not visible. | A counter is visible but not keeping score/time/lives etc | A counter is visible and keeping score/time/lives etc |
| **Programming**  **Creativity** | Below average creativity is displayed. | Average creativity is displayed. | Above average creativity is displayed. |
| **Documentation** | No printouts of scripts, sprites or backgrounds are passed in with the rubric. | Printouts of scripts and sprites and backgrounds are not complete, not labeled correctly but are passed in.  Nothing highlighted. | Printouts of scripts and sprites and backgrounds are complete, labeled correctly and passed in.  Specified text /scripts are highlighted |
| **TOTAL** |  |  |  |