# **Animation Project Rubric**

| **Key Concept** | **Extensive Evidence** | **Convincing Evidence** | **Limited Evidence** | **No Evidence** |
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| Modularity | Multiple sprites, with multiple properties updated in the draw loop | Multiple sprites, each with at least one property updated inside the draw loop | At least one sprite, with at least one property updated after sprite creation. | No sprites, or no sprite properties are updated after the sprite is created. |
| Algorithms and Control Structures | Program is well sequenced and properly separates code in and out of the draw loop. | Program correctly separates code in and out of the draw loop to create animation. May contain some incorrectly sequenced code. | Program is animated through the draw loop, but some code is improperly placed in or out of the loop. | Draw loop is not used to create animation |
| Position and Movement | Multiple elements are placed on the screen using the coordinate system, and move in different ways. | At least one element is placed on the screen using the coordinate system and moves during the program. | At least one element is placed on the screen using the coordinate system. | No elements (sprites or shapes) are placed on the screen using the coordinate system. |
| Variables | Multiple variables are used and their values are updated during the program. At least one variable or property uses the counter pattern. | At least one variable is used, and its value is updated during the program. | At least one variable is used in the program. | No variables. |

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