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Computer Science Level 1 Units 7 - 9

Element	Limited 1	Basic 2	Proficient 3
Use of Lesson Commands <i>Did students apply what they learned in the Lesson to the challenge?</i>	Project does not use any of the commands (Drivetrain commands, loops, etc.) discussed in the Lesson and does not accomplish the task	Project uses some of the commands (Drivetrain commands, loops, etc.) discussed in the Lesson, but it does not accomplish the task	Project uses all of the commands (Drivetrain commands, loops, etc.) discussed in the Lesson, and accomplishes the task successfully
Problem Solving <i>Can students explain the intent for their project in order to solve the challenge?</i>	Student cannot effectively communicate the goal of their project in order to solve the challenge	Student can communicate either the goal of the challenge or what their project will do, but not how they are connected	Student can clearly communicate the goal and flow of their project and how it solves the challenge
Subgoal Labeling <i>Did students identify the correct subgoals in order to solve the challenge?</i>	Students do not identify any goals needed to solve the challenge using comments	Students identify the main goal needed to solve the challenge using comments	Students identify the sub-goals needed to solve the challenge using comments
Reliability <i>Does the code solve the challenge each time the project is started?</i>	The code completes the challenge less than 50% of the time.	The code completes the challenge at least 50% of the time, but not 100% of the time.	The code completes the challenge 100% of the time.