

Scratch Invention

We have looked at different programming concepts. We have covered built-in Scratch tutorials. Now the time has come for you to invent your own Scratch Project that demonstrates your skills and understanding.

You will create anything you want within these guidelines;

- Use the programming concepts we have looked at throughout the unit so far;
 - ☐ Input
 - ☐ Output
 - ☐ Conditional statements
 - ☐ Loops
 - ☐ Functions
- Include background and sound effects.
- Import custom content (sprites, backgrounds, etc).
- Have a clear direction in your invention.
- Debug! This is just a fancy way of saying make sure your Scratch invention works and doesn't have bugs.
- Be **CREATIVE** and have **FUN!**

Scratch Invention Rubric

Category	<i>Exceptional Level 4</i>	<i>Proficient Level 3</i>	<i>Developing Level 2</i>	<i>Beginning Level 1</i>
Programming	Project showed an advanced understanding of programming concepts. Blocks are particularly well organized, logical, and debugged.	Project showed an understanding of programming concepts. Blocks are organized, logical, and debugged.	Project showed some understanding of programming concepts. Blocks have some organization and logic. May have a couple bugs .	Project showed a little understanding of programming concepts. Blocks lack organization and logic. Has several bugs.
Creativity	Scratch invention was unique and creative with 100% original content. Scratch Invention includes both background music and sound effects.	Scratch invention was original and included many original sprites, background or sound effects. Scratch Invention includes background music or sound effects.	Scratch invention included some original sprites, background or sound effects. Scratch Invention includes some sounds.	Scratch invention was not original and did not include any original sprites, background or sound effects. Scratch Invention includes no sounds.
Process	Used class time constructively, finished early or added additional elements. Project message is very clear.	Used class time constructively, met deadlines. Project message is somewhat clear	Used class time well sometimes and met some deadlines. Project message is not very clear.	Did not use class time well and did not meet deadlines. Project has no message or theme.