Unit 6 Lesson 9 Project Rubric Exemplar

Unit 6 Chapter 1 Sample 1

https://docs.google.com/document/d/15l7pBRWbWSYyWiAioDNCVewsXxcXL2vVqUfIQCEw36M/edit#
https://studio.code.org/projects/applab/-ODbnR6B7QwGmuuPHuouNAe_d5X0MYp4kcadvKJ8qvQ/edit

Key Concept	Extensive Evidence	Convincing Evidence	Limited Evidence	No Evidence
Developing your program	Your program description and screen sketches show what the program does and how it will work, including all relevant screen elements and their ids. It is clear to the reader how the user would interact with your program.	Your program description and sketches generally show how it will work. Some screen elements and their ids are included. The reader may have a few minor questions about how a user would interact with your program.	Your program is described, but it may not be clear how it will work. There may be key elements or screens missing. The reader can understand the general purpose of your program, but they may not understand how it will work.	There is no description of your program, or the description and screen sketches are so vague that the reader cannot understand what your program does or how it will work.
Using board inputs and outputs to send information	Your program uses multiple board inputs and outputs, and the purpose of each is described in the program guide. Your program is able to send information to and from the board as described in the project guide.	Your program uses at least one board input and one board output, and the purpose of each is described in the program guide. Your program is generally able to send information to and from the board, but may have minor errors.	Your program uses at least one board input or output as described in the project guide. Other inputs or outputs may be included, but do not work as described.	Your program does not use the board as described in the program guide.
Events and user input	Your program uses multiple events, at least two of which are triggered by a board input. The events and what they trigger are accurately described in your project guide.	Your program uses at least one event that is triggered by a board input. The event and trigger is accurately described in your project guide.	Your program uses at least one event, but the behavior may not match what is described in your project guide.	Your program does not include any events, or the events do not work.
Use getters and setters to manipulate properties	You used getters and setters in all appropriate places in the program, for various elements and property types.	Your program makes use of getters and setters where appropriate and they generally work as designed.	Your program may use a getter or setter, but use is minimal or there are major errors that prevent them from running correctly.	Your program does not use getters and setters.

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Unit 6 Chapter 1 Sample 3

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Unit 6 Chapter 1 Sample 4

https://docs.google.com/document/d/1ydWy980cA7gwBF_D8AJbX1cocl8Jpc3xClkKz7OcAYg/edit
https://studio.code.org/projects/applab/aG7AKHC4lRo-VPNag7vB-rj9lG1g9-eMTO-grigx_Jw

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https://docs.google.com/document/d/1dVrdjs8hkUvKtRPaKF7VJjHbZyRL2WepM69qTJ76DH8/edit
https://studio.code.org/projects/applab/nmL4cLpctDCSajMheqAoaQjc8aMjAS5cHB-UJZya51s

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