

Story Rubric

Learning Targets	4	3	2	1
LT 4.1: Use appropriate algorithms to solve a problem. <ul style="list-style-type: none"> • Use broadcast to change scenes • Story initializes itself when the green flag is clicked • Animate the movement of your sprites • Use sound in your project 	4 of 4	3 of 4	2 of 4	1 of 4
LT 4.2: Design, code, test, and execute a program that corresponds to a set of specifications. <ul style="list-style-type: none"> • Have at least 5 scenes including a title scene (with your name) and ending scene • Entire story plays when you click the green flag • Have at least 3 different sprites • Have at least 1 conversation between sprites (characters take turns) 	4 of 4	3 of 4	2 of 4	1 of 4
LT 4.5: Explain how a particular program functions. <ul style="list-style-type: none"> • Present your story • Explain an example of how you used broadcast • Explain what you are most proud of • Reflect and explain something you learned for next time or something you would add if you had more time 	4 of 4	3 of 4	2 of 4	1 of 4