Scratch Game Creation

	Exceptional 4 pts	Good 3 pts	Fair 2 pts	Poor 1 pts
Content Area Concepts	**Exceptional** Communicates in depth understanding of the subject content for the game with focus and organization. Completely error free.	**Good** Communicates understanding of the subject content for the game with focus and organization. May have minimal grammar or spelling errors that basically do not detract from program.	**Fair** Communicates some understanding of the subject content for the game and attempts focus and organization. Some grammar and spelling errors that detract from program.	**Poor** Does not have enough information to be instructional. The animation of the subject content for the game lacks focus, organization. Many grammar and spelling errors that interfere with understanding.
Project Design	**Exceptional** Project artwork and design significantly creative and support the content. User interface is complex; instructions clear and integrated into design.	**Good** Project uses original art or imports and uses images creatively. Story or Game has clear purpose and structure. Includes a way for user to interact with program and provides instructions.	**Fair** Has some sense of purpose and design. Includes a way for user to interact with program.	**Poor** Did not try to make original art Project lacks purpose Non-interactive
Programming	**Exceptional** Project shows advanced understanding of blocks and how to work with them Has exceptional organizing logic to program No bugs	**Good** Project shows firm understanding of blocks and how to work with them Has sturdy organizing logic to program No bugs	**Fair** Project shows some understanding of blocks and how to work with them Has some organizing logic to program May have a bug	**Poor** Project shows little understanding of blocks and how to work with them Lacks an organizing logic to program Has many bugs
Planning Process	**Exceptional** Used project time constructively to support complex design process. Planner and storyboard were complete. Project finished, finished early, added additional elements with extra time.	**Good** Used project time well. Planner and storyboard were complete. Project finished	**Fair** Did not use project time as well as possible. Planner and/or storyboard almost but not entirely complete. Project almost finished	**Poor** Did not use project time well. Planner and storyboard were incomplete. Project unfinished