Final Project Rubric		
Requirement	No evidence ←	Mastery
Programming Conventions are followed	<ul> <li>Variable names aren't descriptive</li> <li>Function names aren't descriptive</li> <li>Code blocks inconsistently indented</li> <li>Capital letters used</li> <li>Code is not organized into sections</li> </ul>	<ul> <li>Variable names are descriptive</li> <li>Function names are descriptive</li> <li>Code blocks consistently indented</li> <li>Use of small letters (not capital)</li> <li>Code is organized into sections</li> </ul>
Documentation and Readability	<ul> <li>No comments are used.</li> <li>Code is difficult to read because no blank lines were used, or too many blank lines were included.</li> </ul>	<ul> <li>Frequent and descriptive comments are used regularly.</li> <li>Blank lines are used to help with readability.</li> </ul>
Use of Variables and constants	<ul> <li>"Magic Numbers" or literal values are used in the code.</li> <li>Data isn't tracked or updated (no counters, states, conversions, etc.).</li> </ul>	<ul> <li>Constants are used to eliminate "magic numbers."</li> <li>Variables are used for storing, keeping track of and updating data.</li> <li>Global and local variables are used.</li> </ul>
Use of Functions	<ul> <li>No plan or algorithm to follow.</li> <li>Everything in one main program.</li> <li>Long sections of code.</li> <li>Functions use all global or all local variables.</li> <li>Functions don't take parameters.</li> </ul>	<ul> <li>Code is divided into smaller sections that accomplish a task.</li> <li>Parameters are used as needed.</li> <li>Local and global variables are used as needed.</li> <li>Functions return a value as needed.</li> </ul>
Use of Inputs Buttons and sensors	<ul> <li>No peripherals are used for input. (button, switch, potentiometer)</li> <li>No sensors are read or used. (motion, temperature, sound, etc.)</li> </ul>	<ul> <li>At least one peripheral is used for input.</li> <li>At least one sensor is used to give input.</li> <li>Conversion of raw data is performed as needed.</li> </ul>
Algorithms and Programming	<ul> <li>No algorithms identified or used.</li> <li>Program performs the same for every execution, without input.</li> <li>Lists and tuples are not utilized when they would simplify the code.</li> </ul>	<ul> <li>Algorithms are used to manipulate data and get results.</li> <li>Data is used to inform decisions.</li> <li>Lists and tuples are used to simplify data collection and implementation.</li> </ul>
Control Structures	<ul> <li>Program does not have any if or if/else or if/elif/else statements.</li> <li>Program does not use any while loops.</li> <li>Nested loops or if statements are not used, or are used incorrectly.</li> </ul>	<ul> <li>While loops and if statements are used to control the flow of execution.</li> <li>Conditional and logical operators are used appropriately.</li> <li>Nested while and if statements are used when needed.</li> </ul>
Use of Outputs LEDs, speaker, motors	No peripherals are used for output. (single LED, LED ring, servo, etc.)	At least one peripheral is used for output.
Collaboration	Students work independently or uncooperatively on a team.	Students work collaboratively with shared tasks in their team to complete the project.
Synthesis / Purpose	<ul> <li>No clear purpose for the program.</li> <li>Program does not incorporate learning across the mission pack.</li> </ul>	<ul> <li>Purpose of the program is clearly stated.</li> <li>Program combines learning, concepts and code from several missions.</li> </ul>
Code Completion	Code will not run or doesn't complete the task correctly.	Code runs and accomplishes its task without any errors, including logic.
Evaluating Computational Artifacts	<ul> <li>No discussion on the global impact of digital technologies.</li> </ul>	Discuss the global impact of digital technologies (issues of bias, equity, resources, accessibility, etc.)