Programming Proficiency Rubric

Code development and problem-solving skills

Beginning to understand basic programming concepts with significant guidance

- Writes very basic syntax with teacher support and examples
- Recognizes simple programming structures when shown but struggles to create them independently
- Completes guided exercises by copying and modifying provided code
- Submits work more than 3 days late, uses incorrect file formats, leaves work incomplete

Independently solves familiar abstract problems

- Combines multiple control structures to solve problems seen in class
- Applies learned patterns to solve abstract multistep problems
- Debugs own code using systematic approaches
- Submits on time with proper formatting and communicates about potential delays

Uses basic control structures with some guidance needed

- Uses basic control structures (loops, conditionals) in simple programs
- Solves straightforward problems similar to classroom examples
- Begins combining multiple control structures with teacher guidance
- Submits 1–2 days late or requests last-minute extensions; completes most work

Solves novel abstract problems independently and creatively

- Solves abstract problems not previously encountered in class
- Creates original solutions by combining concepts in new ways
- Analyzes problems to determine appropriate structures and approaches
- Submits quality work ahead of deadlines with clear communication