A3Q3	Level 4	Level 3	Level 2	Level 1
Communication	Excellent	Comments - useful succinct, (block OK), not sparse block at top (modifications, start date, programmer name problem description Notes on anything special or unusual citations). Readability Code is easy to follow, enough white space	lacking explanation, inline comments or hard to read, or spelling mistakes on output or Programmer missing or modifications	Any two or more details missing or Citations/borrowed work not acknowledged OR more than 25% of code borrowed
	User instructions that are clear and can be accessed at any time or Additional options, like premature quit, overloading or similar more advanced coding	user interface, clear language no grammar or spelling errors	Adequate	Needs improvement / User interface not clear, poor language and or spelling and grammar errors
Knowledge	colouring to add to understanding, input one colour output another	Effectively used classes and inheritance	2 or 3 grammar or spelling errors used but not to best advantage or created cumbersome usage	hard coded words and or excessive repetition
Knowledge		Flowchart - organized, proper spacing correct symbols proper language	Poor spacing some incorrect symbols typing errors	Poor organization many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer
Thinking & Inquiry	Description at top to clarify	IPO - proper chart (headings), steps proper terminology	Unclear steps or incorrect terminology	missing information in columns or steps missing
Thinking & Inquiry	Screen sizes to user systems. Make it interactive. Colour or design helps user know what stage they are at.	Graphics are appropriate and professional looking for X-free. word list appropriate components. Standard screen size 1280 x 1024	Small graphics, features not intuitive	No graphics, just console that user would not necessarily have Lost count on number of guesses
Application		Trace statements - variable name, steps and changes (Table/chart)	Variable names don't match or missed a step	more confusing, complicate the existing error, or do not recognize it
Application	Could be class based	All functions (including user) are efficient and work as expected	Functions work, but confusing or inefficient	Hard coded where a user defined function or built in would suffice
	Highly efficient, best possible, perhaps found a new function or way to complete the task	Code efficiency - nested ifs better into function or class	Nested ifs or lack of proper loops, does not take advantage of built in functions	No functions or classes
Flowchart/IPO/Trace Table (Application)	colouring to add to understanding. Input one colour output another	Flowchart - organized, proper spacing correct symbols, proper language	Poor spacing, some incorrect symbols, typing errors.	poor organizations, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer

IPO ✓   Trace No Version + Date - V Turtle

original Dies - No, original Draw No   Full game No. 20 of MsDk Used 102.

Slow Colours? No