| Assignment Title:             | AB1 – Scratch Resource for the Classroom  |   | Deadline:  | 05/11/2024 – 23:59   |
|-------------------------------|---|---|--|--|
| Course:                       | EAS Hybrid Course for Secondary Education   |   | Unit:  | Unit 1   |
| Learner:                      |   | Marker:   | Moderator:   |  |
|                               | <b>Pass (High)</b><br>100 – 80 %  | <b>Pass (Mid)</b><br>79 – 60 %  | <b>Pass (Low)</b><br>59 – 40 %   | <b>Fail</b><br>39 – 0 %  |
| Sequencing<br>5 marks<br>()   | Strong evidence of<br>sequencing.<br>Code is highly ordered in a<br>clear, logical way.                                       | Good evidence of sequencing. Code is ordered in a logical way.                            | Some evidence of sequencing. Some of the code is ordered in a logical way.   | Little or no evidence of<br>sequencing.<br>Code has little or no logical<br>order.                               |
| Iteration<br>5 marks<br>()    | Multiple loops, including nested loops, have been used to improve code efficiency and programme complexity.                   | Multiple loops have been used to improve code efficiency and programme complexity.        | Iteration has been used to improve code efficiency.  | Little or no evidence of iteration.  |
| Variables<br>5 marks<br>()    | Effective use of lists and variables evidenced.   | Effective use of variables evidenced.   | Variables have been used. There are clear instances where their use was unnecessary but were used, or where their use would have been beneficial but were not. | Little or no evidence of variables.  |
| Selection<br>5 marks<br>()    | Effective use of selection in multiple parts of the code, some of which based on user input, to improve programme complexity. | Effective use of selection in multiple parts of the code to improve programme complexity. | Effective use of selection to improve programme complexity.  | Little or no selection evidenced.  If selection is evidenced, it has little or no overall effect on the outcome. |
| Code Quality<br>5 marks<br>() | Code works for the intended purpose and is highly efficient, with no bugs.  | Code works for the intended purpose and is reasonably efficient. The user may             | Code works for the intended purpose but is inefficient   | Code does not run or does not work for the intended purpose.   |

|   | Excellent use of comments.   | experience bugs in fringe<br>cases but is unlikely to in<br>normal use.<br>Good use of comments.                 | and the user is likely to experience bugs. Comments have been used but there are too many/too few.                    | Comments have not been used.   |
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| Explanation & Justification 25 marks () | Excellent explanation of the resource and its use within the classroom.  All inclusions and omissions are justified. | Good explanation of the resource and its use within the classroom.  Most inclusions and omissions are justified. | Acceptable explanation of the resource and its use within the classroom. Some inclusions and omissions are justified. | Poor or no explanation of the resource and its use within the classroom.  No justification for inclusions and omissions. |