Program Design CA2 Grading Rubric

	Marks	80-100	70-79	60-69	50-59	40-49	< 40
Flowchart	20 marks						
Initialisation	2 marks	Perfect initialisation of program and variables with excellent Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good initialisation of program and variables with good Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good initialisation of program and variables with some Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK initialisation of program and variables with deficiencies in Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Minimal initialisation of program and variables with major issues with Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Substandard attempt at initialisation of program and variables
Random Letters	5 marks	Perfect selection of letters with error checking demonstrating perfect Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good selection of letters with error checking demonstrating good Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good selection of letters with some error checking demonstrating some Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK selection of letters with minimal or no error checking demonstrating with OK Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK selection of letters with minimal or no error checking with deficiencies in Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Substandard attempt at random letters generation and error checking
Word Validation	7 marks	Perfect validation of users inputs to check if the letters entered are in the random letters demonstrating perfect Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good validation of users inputs to check if the letters entered are in the random letters demonstrating good Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good validation of users inputs to check if the letters entered are in the random letters demonstrating some Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK validation of users inputs to check if the letters entered are in the random letters demonstrating OK Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK validation of users inputs to check if the letters entered are in the random letters with deficiencies in Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Substandard attempt at validation of users inputs to check if the letters entered are in the random letters
5 Rounds	2 marks	Perfect logic to play the game for 5 rounds demonstrating perfect	Good logic to play the game for 5 rounds demonstrating good Layout and Organisation,	Good logic to play the game for 5 rounds demonstrating some Layout and Organisation,	OK logic to play the game for 5 rounds demonstrating OK Layout and Organisation,	OK logic to play the game for 5 rounds demonstrating with deficiencies in	Substandard attempt to play the game for 5 rounds

		Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Quality and Accuracy of Information and Logical Steps to solve the problem	Quality and Accuracy of Information and Logical Steps to solve the problem	Quality and Accuracy of Information and Logical Steps to solve the problem	Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	
Display Scores	2 marks	Perfect logic to keep score for 5 rounds demonstrating perfect Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good logic to keep score for 5 rounds demonstrating good Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good logic to keep score for 5 rounds demonstrating some Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK logic to keep score for 5 rounds demonstrating OK Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK logic to keep score for 5 rounds with deficiencies in Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Substandard attempt to keep score for 5 rounds
Readme	2 marks	Very detailed description of logic in flowchart	Good description of logic in flowchart	OK description of logic in flowchart	Brief description of logic in flowchart	Minimal description of logic in flowchart	Substandard or no description of logic in flowchart
Scratch Game	10 Marks						
Initialisation	1 mark	Perfect initialisation of program and variables with excellent Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good initialisation of program and variables with good Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good initialisation of program and variables with some Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK initialisation of program and variables with deficiencies in Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Minimal initialisation of program and variables with major issues with Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Substandard attempt at initialisation of program and variables
Random Letters	2 marks	Perfect selection of letters with error checking demonstrating perfect Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good selection of letters with error checking demonstrating good Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Good selection of letters with some error checking demonstrating some Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK selection of letters with minimal or no error checking demonstrating with OK Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	OK selection of letters with minimal or no error checking with deficiencies in Layout and Organisation, Quality and Accuracy of Information and Logical Steps to solve the problem	Substandard attempt at random letters generation and error checking

344 134 121 12	2	Perfect validation of	Good validation of	Good validation of	OK validation of users	OK validation of users	Substandard attempt
Word Validation	2 marks	users inputs to check	users inputs to check	users inputs to check	inputs to check if the	inputs to check if the	at validation of users
		if the letters entered	if the letters entered	if the letters entered	letters entered are in	letters entered are in	inputs to check if the
		are in the random	are in the random	are in the random	the random letters	the random letters	letters entered are in
		letters demonstrating	letters demonstrating	letters demonstrating	demonstrating OK	with deficiencies in	the random letters
		perfect		_	J		the falluoin letters
			good	some	Layout and	Layout and	
		Layout and	Layout and	Layout and	Organisation,	Organisation,	
		Organisation,	Organisation,	Organisation,	Quality and Accuracy	Quality and Accuracy	
		Quality and Accuracy	Quality and Accuracy	Quality and Accuracy	of Information and	of Information and	
		of Information and	of Information and	of Information and	Logical Steps to solve	Logical Steps to solve	
		Logical Steps to solve	Logical Steps to solve	Logical Steps to solve	the problem	the problem	
		the problem	the problem	the problem			
5 Rounds	2 marks	Perfect logic to play	Good logic to play the	Good logic to play	OK logic to play the	OK logic to play the	Substandard attempt
		the game for 5 rounds	game for 5 rounds	the game for 5 rounds	game for 5 rounds	game for 5 rounds	to play the game for 5
		demonstrating	demonstrating good	demonstrating some	demonstrating OK	demonstrating with	rounds
		perfect	Layout and	Layout and	Layout and	deficiencies in	
		Layout and	Organisation,	Organisation,	Organisation,	Layout and	
		Organisation,	Quality and Accuracy	Quality and Accuracy	Quality and Accuracy	Organisation,	
		Quality and Accuracy	of Information and	of Information and	of Information and	Quality and Accuracy	
		of Information and	Logical Steps to solve	Logical Steps to solve	Logical Steps to solve	of Information and	
		Logical Steps to solve	the problem	the problem	the problem	Logical Steps to solve	
		the problem				the problem	
Display Scores	2 marks	Perfect logic to keep	Good logic to keep	Good logic to keep	OK logic to keep score	OK logic to keep score	Substandard attempt
Display Scores	Zillarks	score for 5 rounds	score for 5 rounds	score for 5 rounds	for 5 rounds	for 5 rounds with	to keep score for 5
		demonstrating	demonstrating good	demonstrating some	demonstrating OK	deficiencies in	rounds
		perfect	Layout and	Layout and	Layout and	Layout and	
		Layout and	Organisation,	Organisation,	Organisation,	Organisation,	
		Organisation,	Quality and Accuracy	Quality and Accuracy	Quality and Accuracy	Quality and Accuracy	
		Quality and Accuracy	of Information and	of Information and	of Information and	of Information and	
		of Information and	Logical Steps to solve				
		Logical Steps to solve	the problem	the problem	the problem	the problem	
		the problem	,		,	,	
Readme	1 mark	Very detailed	Good description of	OK description of	Brief description of	Minimal description	Substandard or no
Reduille	I IIIdi K	description of logic in	logic in Scratch	logic in Scratch	logic in Scratch	of logic in Scratch	description of logic in
						3	0.4