

**Communication**

- ☐ Your name and date are included at the top of your code
- ☐ A one paragraph description at the top of your code tells readers what your piece is and your reasons for the choices that you made
- ☐ A one paragraph reflection at the top of your code includes: what your aesthetic goals were, whether you think your code accomplishes those goals, and what you think could have gone better
- ☐ Your submission includes 3 screenshots of your program
- ☐ Comments are used to delineate between different sections of your code
- ☐ Sections of your code that are more challenging to quickly understand at a glance are clearly explained with comments
- ☐ Sections of your code borrowed from external sources are labeled and explained with comments

**Creativity and Design**

- ☐ Shapes and colors are used thoughtfully to create interesting patterns / designs
- ☐ Your aesthetic choices are explained & justified in your description

**Computational Thinking: Variables**

- ☐ Variables are used when values change or need to be calculated
- ☐ Variable names are thoughtfully chosen and enhance the readability of your code

**Computational Thinking: Logic**

- ☐ You use at least one conditional (if-statement) in your program
- ☐ Conditionals affect the visual output of your program
- ☐ Functions are thoughtfully named and enhance the readability of your code
- ☐ Functions are used to eliminate repeated code (where appropriate or possible)

**Computational Thinking: Loops**

- ☐ You use at least one loop in your program
- ☐ Loops affect the visual output of your program
- ☐ Loops are used to eliminate repeated code (where appropriate or possible)

**Computational Thinking: Randomness**

- ☐ You use random() or noise() in your program
- ☐ Your randomness is "controlled"; i.e. you restrict what is randomly possible
- ☐ Your randomness affects the visual output of your program