U4 Practice PT Rubric

Complete Project Rubric

Category	Convincing Evidence	Approaching Evidence	Limited Evidence	No Evidence
App Development Planning Guides, Part 1 and Part 2:	Planning guide is fully completed.	Planning guide is mostly completed.	Planning guide is somewhat complete.	Planning guide is not complete.
Written Response 1 (Planning Guide Part 2):	Response accurately describes the purpose, functionality, and inputs/outputs of the app.	Response describes the purpose and functionality, or the inputs/outputs of the app.	Response partially describes the purpose and functionality, or the inputs/outputs of the app.	Response does not describe the purpose, functionality, and inputs/outputs of the app.
Written Response 2 (Planning Guide Part 2):	Response clearly describes an idea or recommendation provided by a partner / peer and how it improved the app.	Response describes an idea or recommendation provided by a partner / peer and how it improved the app, but there is some confusion.	Response describes an idea or recommendation provided by a partner, but does not explain how it improved the app.	Response does not describe an idea or recommendation provided by a partner.
User Interface (App Design Mode):	The User Interface is easy to navigate and it's clear how the app is designed to be used. All text is readable.	The User Interface is mostly easy to navigate and it's clear how the app is designed to be used. All text is readable.	The User Interface is lacking in some readability or it's not clear how to use the app.	The User Interface is difficult to navigate and it's not clear how the app is designed to be used. Text is unreadable.
Code: Warnings & Error Messages	No warnings or error messages appear when the app is run.	A few warnings or error messages appear when the app is run..	Many warnings or error messages appear when the app is run.	The app does not run at all.
Code: Variables	At least one number and one String are each stored in a variable and used to make a decision.	One data type (numbers or Strings) is stored in at least two variables and used to make a decision.	One variable stores either a number or String and is used to make a decision.	No variables are set up or used to make a decision.
Code: Function	A function is used to update the screen. The function is called at least two times in the program.	A function is used to update the screen. The function is called one time in the program.	A function is created to update the screen but is not called in the program.	A function was not created to update the screen.
Code: Conditional	A conditional is used inside of the function to make a decision based on information stored in variables. The conditional correctly uses a logical operator (&&, ||, or !) in the Boolean expression. The decision is displayed on the screen. There are at least three different responses that could be displayed.	A conditional is used inside of the function to make a decision based on information stored in variables. The conditional does not correctly use a logical operator (&&, ||, or !) in the Boolean expression. The decision is displayed on the screen. There are at least two different responses that could be displayed.	A conditional is created inside of the function, but does not use information stored in variables to make a decision or display it on the screen.	No conditionals are present in the function.
Code: Comments	The update screen function has a comment which clearly explains its purpose and functionality.	The update screen function has a comment which clearly explains its purpose or functionality.	A comment is present, but it does not clearly explain anything about the function.	No comments are present.