Computer Programing and Art:

An Online Learning Module Rubric

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| 1 point2 points3 points | Assignment Objectives |
|  | **My *CHALLENGE 1: Discovery Through the Stars* showed clear understanding of the platform, the purpose of a stroke, the use of the scrubber, and how numbers affect the colors.** |
|  | **My *CHALLENGE 1: REFLECTION*was thorough and posted in a blog entry, discussion, or twitter post with the proper hashtags or track backs.** |
|  | **My *CHALLENGE 2: Architecture though Coding* showed a clear understanding of how to draw a rectangle, a triangle, and combine them together to create a cartoon house.** |
|  | **My *CHALLENGE 2: REFLECTION* was thorough and posted in a blog entry, discussion, or twitter post with the proper hashtags or track backs.** |
|  | **My *CHALLENGE 3: New Bird, New Tricks* showed a clear understanding of how to create and save a spinoff of a saved coded image.** |
|  | **Completed CHALLENGE 3: REFLECTION was saved on the site and tweeted using the appropriate trackbacks.** |
|  | **My MODULE REFLECTION was thorough and posted in a blog entry, discussion, or twitter post with the proper hashtags or track backs.** |