Activity 12 Assessment

Making Shapes

Reads and alters code by testing out various values or blocks until desired outcome is attained.	Reads and alters code by visualizing and explaining the impact of changes until desired outcome is achieved.	Flexibly alters code and makes sense of conditional statements related to outcomes and polygon classification.
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Observations/Documentation		

Activity 12 Assessment

Making Shapes

Classifying 2-D Shapes, Using Algebraic Thinking, and Conditional Statements (cont'd)			
Uses basic blocks to write code for a desired outcome. "I wrote the code for my probability experiment based on the instructions for the game." OR "I tried using these blocks, but I didn't get what I wanted.	Uses more complex blocks to write code for a desired outcome and considers efficiency. "I wrote code but it had so many blocks to it. I can see that these blocks repeat. So instead, I used the repeat block and deleted these other blocks. I also included the If, then to explain what should happen to the balloon if it touches Cat or Duck."	Uses conditional statement blocks to write different code related to outcomes of code and polygon classification. "Writing code with conditional statements is like creating a flow chart. All the possibilities have to be accounted for in one way or another. The Boolean conditions help us to consider the yes/no for each possible answer, and the code also draws one of the polygons, but it may not be exactly the same unless we add more questions and set more conditions based on the answers."	
Observations/Documentation			