



# MIT Scratch Math Game Kinect Project

## Rubric

Name:

Game Title:

Common Core Math Standard Grade level:

Common Core Math Standard Grade level (copy and paste your Common Core Standard Here:

Criteria	Possible Points	Points Earned
Your game was accessible because you <b>shared</b> it your DropBox and gave me the <b>correct URL</b> to share it with me. <b>All components were added to the Text Box in the Assignment for</b> <b>1. Game Title – appropriate and CATCHY for your game</b> <b>2. Directions how to play, the object of the game, how to lose.</b>	10	
<b>Added COMMON CORE STANDARD as copy and paste on background (don't use just black on white) Make it appealing</b>	10	
<b>Give directions on how the player inputs the correct answer. If you had typing the answer into a text box before, you will have to change that way to answer since the player will use body motion and/or gestures to input the correct answer.</b>	10	
<b>Added interesting GAME STORY with changing backgrounds</b>	10	
<b>Added comprehensive MATH INSTRUCTION according to your chosen Common Core Math Standard</b>  <b>Math Instruction: Taught and tested math learning of user. Had a minimum of five questions testing the user. The math teaching and assessment were correct.</b>	20	
<b>Math Question 1 and Answer:</b>	10	
<b>Math Question 2 and Answer:</b>	10	
<b>Math Question 3 and Answer:</b>	10	

<b>Math Question 4 and Answer:</b>	10	
<b>Math Question 5 and Answer:</b>	10	
<b>Media: Included sounds, music, animation, change costumes, and text.</b>	10	
<b>Add-on 1 _____ to add the MEDIA gamer want/expectation:</b>	10	
<b>Add-on 2 _____ to add DIFFICULTY gamer want/expectation:</b>	10	
<b>Add-on 3 _____ (what BODY PART(S)to add KINESHTIC gamer want/expectation:</b>	10	
<b>Add-on 4 _____ to add BRAGGING RIGHTS gamer want/expectation:</b>	10	
<b>Add-on 5 _____ to add EXPLORATION OR FANTASY gamer want/expectation:</b>	10	
<b>Add-on 6 _____ to add GAME STORY gamer want/expectation:</b>	10	
<b>Add-on 7: _____ to add FEEDBACK gamer want/expectation:</b>	10	
<b>Add-on 8: _____ to add SCORE gamer want/expectation:</b>	10	
<b>Extra Add-on You want to earn points for in researching game design to make your game better (TIMER, :</b>	10	
<b>TIMING (there was enough of wait time to read the prose) /Formatting/background/font face/font size/font color all give your game a professional look and high readability</b>	5	
<b>Correct Spelling/Grammar/Punctuation/Capitalization in all prose</b>	5	
<b>Total MIT Scratch Math Game Project</b>	<b>220</b>	

#### **Notes on Grading Add-ons:**

- a. Add **music** (The points you earn depend on the variety and the mixing of different instruments; adding only one sound will not earn you a lot of points.)
- b. Add **difficulty levels** (The points you earn depend on the variety and number of difficulty; adding only one level of difficulty will not earn you a lot of points.) – OBSTACLE SPRITES,

c. Add a **two-player option** (Key input--The points you earn depend on the directions on how to play the second player sprite and its comprehensiveness to do all the first player can do; adding only one action to a second sprite or getting rid of the one-player option will not earn you a lot of points.)

d. **Making the one-player option fun and dynamic.** (Kinesthetic input--The points you earn depend on the variety and number of fun and dynamic elements with kinesthetic motion/gestures; adding only one element will not earn you a lot of points.--see I.)

e. **Bragging Rights to display high point game.** (The points you earn depend on the variety of feedback to you give for bragging rights; adding only one media (sound, text, display, color, costume change, background change, etc.) will earn you points but you need to go beyond what was shown to you in the CS First videos.)

f. **Exploration** (The points you earn depend on the exploration quest you put your gamer(s) inside your game.)

g. **Fantasy** (The points you earn depend on the realism and storyline that helps your player IMMERSE the gamer(s) into your game.)

h. **Create an interesting story-line** (The points you earn depend on the depth and creativity of your game at the beginning, middle, and end of your game.)

i. Create an **intuitive and sensible game play** (The points you earn depend on the ease of your game to navigate and complete the quest, battle against obstacles, and play the game to win.)

j. **Feedback** (The points you earn depend on informing player of win/lose/changes in difficulty level, story line, instructions, etc.)

k. **Score** (The points you earn depend on informing player of the incrementing score or decreasing score, cheer, boo, and giving feedback on the nature of the score --winning or losing)

~~l. Change settings to recognize body motions and gestures. (The points you earn depend on the variety of motions/gestures you add to your game for input; you will NOT do this for the two-player option; the two-player option will use keys and not the Microsoft Kinect camera.)~~

m. **Change backgrounds** (The points you earn depend on the number of backgrounds you have in your game; having more than one background adds interest to your game.)

n. **Change costumes** (The points you earn depend on the number of costumes for sprites you have in your game; having more than one background adds interest to your game.)

o. **Hide and Seek and/or Peek-a-boo.** (This add on adds to **EXPLORATION, FANTASY**, and dynamism game wants.)

p. **Changing obstacle sprites** (Change in size, color, etc.) - **DIFFICULTY**

q. Adding a **timer** (This again can add to dynamism, challenge and difficulty, dynamism, object of the game, etc.)