Learning Goals and Scales 2019 - 2020

Rigorous Learning Goal/Scale

Course:	Coding
Score 4 Additional Success with the complex content and concepts—inferences, novel applications	In addition to score 3.0 performance, the student demonstrates in-depth inferences and applications that go beyond what was taught. • Student makes no major errors or omissions regarding the score 4 content
Score 3 Mastery of complex content and concepts of	TARGET LEARNING GOAL: The student will create code using numbers, calculations, and repetitions. • Identify and revise errors or problems with code.
Score 2 Success with simpler content—vocabulary, foundational skills	Student makes no major errors or omissions regarding the score 3 content The student will recognize or recall specific vocabulary or basic content, such as: • Computer Science, print, compiler, CPU, hardware, string, output, variable, int, str, binary, operator, modular division, RGB, max, min.
	 The student will perform basic skills or process, such as: Identify comments, escape characters, special characters and explain output. Describe the rules for good variable naming. List the symbols for the basic operators, exponents, and the order of operations. Utilize float, operators and assignments. Student makes no major errors or omissions regarding the score 2 content
Score 1 Partial success with help	With help, student achieves partial success at score 2 content and/or score 3 content
Score 0 No success even with help	Even with help, no success