

Learning Goals and Scales  
2019 - 2020

**Rigorous Learning Goal/Scale**

<b>Course:</b>	<b>Coding</b>
<p><b>Score 4</b></p> <p>Additional Success with the complex content and concepts—inferences, novel applications</p>	<p><b>In addition to score 3.0 performance`, the student demonstrates in-depth inferences and applications that go beyond what was taught.</b></p> <ul style="list-style-type: none"> <li>•</li> </ul> <p><b>Student makes no major errors or omissions regarding the score 4 content</b></p>
<p><b>Score 3</b></p> <p>Mastery of complex content and concepts of learning goal</p>	<p><b>TARGET LEARNING GOAL: The student will create code using algorithms, and repetitions and loops in order to create graphics.</b></p> <ul style="list-style-type: none"> <li>• Identify and differentiate between the two ways to end a loop.</li> </ul> <p><b>Student makes no major errors or omissions regarding the score 3 content</b></p>
<p><b>Score 2</b></p> <p>Success with simpler content—vocabulary, foundational skills</p>	<p><b>The student will recognize or recall specific vocabulary or basic content, such as:</b></p> <ul style="list-style-type: none"> <li>• <b>Boolean, elif, or, not, syntax, relational operators, parameters, count variable loop. count variables, sum variable. loop, while.</b></li> </ul> <p><b>The student will perform basic skills or process, such as:</b></p> <ul style="list-style-type: none"> <li>• Define and code if statements, syntax, and list the symbols for relational operators.</li> <li>• Code count and sum variables.</li> <li>• List the two ways to end a loop.</li> <li>• Create lines, circles, and polygons using function.</li> </ul> <p><b>Student makes no major errors or omissions regarding the score 2 content</b></p>
<p><b>Score 1</b></p> <p>Partial success with help</p>	<p><b>With help, student achieves partial success at score 2 content and/or score 3 content</b></p>
<p><b>Score 0</b></p> <p>No success even with help</p>	<p><b>Even with help, no success</b></p>