

Edbot Dream Scratch Mark Sheet

Name:		Class:	
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Assessment Objective	Foundation Essentials	Mainstream Learners	Extended Experts
A.O.1	<input type="checkbox"/> I can program the crocodile model to open and close its mouth.	<input type="checkbox"/> I can program the crocodile model to repeat a series of actions and react.	<input type="checkbox"/> I can program the crocodile model to react when you clap.
A.O.2	<input type="checkbox"/> I can make the scorpion model's tail move.	<input type="checkbox"/> I can program the scorpion model to move and react.	<input type="checkbox"/> I can program the scorpion model to talk and use a procedure.
A.O.3	<input type="checkbox"/> I can make the puppy model move.	<input type="checkbox"/> I can make the puppy model move and react using procedures.	<input type="checkbox"/> I can create an efficient program with clearly explained code.
A.O.4	<input type="checkbox"/> I can make the puppy model react to the IR sensor.	<input type="checkbox"/> I can make the puppy model move and stay inside the circle.	<input type="checkbox"/> I can make the puppy model constantly move and stay in the circle.