Years 5 and 6
Success Criteria for Coding Projects – Pattern, Drawing, Game

Name

	Above Expected	**Expected**	**Below Expected**
Pattern: Programming (Coding – Scripts)	All scrips are working and use some advanced programming techniques.	All scrips are working.	The script does not run smoothly from beginning to end.
Pattern Design/Creativity	The pattern is very creative and incorporates elements in addition to: • direction (angles) • length (move) • colour	The pattern demonstrates changes in all of the following: • direction (angles) • length (move) • colour	The pattern demonstrates changes in only some of the following: • direction (angles) • length (move) • colour.
Drawing: Programming (Coding – Scripts)	All scrips are working and use some advanced programming techniques.	All scrips are working.	The script does not run smoothly from beginning to end.
Drawing Design/Creativity	The drawing is complex and contains multiple features.	The drawing is recognisable and provides more than a simple outline.	The drawing is unrecognisable or provides only a basic outline.
Game: Programming (Coding – Scripts)	All scrips are working and use some advanced programming techniques.	All scrips are working.	The script does not run smoothly from beginning to end.
Game Design/Creativity	The game: • has instructions for the user • is easy to understand • has a background • has a scoring function • increases in difficulty as it proceeds	The game: • has instructions for the user • is easy to understand • has a background • has a scoring function	The game does not: • have instructions for the user • is not easy to understand • has no background • has no scoring function