

Mathematical Concepts:	Position	Reflection	Rotation
<p>Performance Criteria:</p>	<p>ICT General Outcome 2: Students use critical thinking skills to plan and manage projects creatively, utilising technology tools to solve problems and develop innovative products.</p>	<p>Creativity and Innovation: Applies and adapts existing knowledge to generate new ideas and technology products</p>	<p>Critical Thinking, Problem Solving and Decision Making: Understands that increasingly complex procedures can be assigned to multiple inputs</p>
<p>Exceeding Expectations</p>	<p>The script demonstrates understanding of the Cartesian Plane. The coordinates used are consistent and situated in every quadrant. In addition, coordinates are used to draw a shape on each axis or in the middle of the Cartesian Plane.</p>	<p>The script demonstrates a sound understanding of reflection. There is indication of which direction the sprite must face at the beginning of every procedure and there is a change in direction of turn. This is consistent and follows a pattern. The script is simple and elegant.</p>	<p>The scripts demonstrate a sound understanding of rotation around a point with multiple sprites drawing different shapes at the same time. Procedures show angles of turn are correctly calculated and embedded into rotational procedures which are elegant. The scripts show variation in the shapes, sizes and colours used. There is a script for the stage which is creative in its use of backgrounds.</p>
<p>Developing as Expected</p>	<p>The script demonstrates understanding of the Cartesian Plane. The coordinates used are consistent and situated in every quadrant.</p>	<p>The script demonstrates a developing understanding of reflection. There is either indication of which direction the sprite must face at the beginning of every procedure or there is a change in direction of turn. This is inconsistent and does not follow a pattern. The script is consistent in places but could be more elegant.</p>	<p>The script demonstrates a developing understanding of rotation around a point. Procedures show angles of turn are calculated correctly according to the formula $360/n$ where n = number of sides. Procedures are embedded into another procedure which scripts for the shape to be repeated and rotated around a point. These could be more elegant.</p>

<p>Beginning to Develop</p>	<p>The script demonstrates an emerging understanding of the Cartesian Plane. The coordinates used are random and not situated in every quadrant.</p>	<p>The script demonstrates an emerging understanding of reflection. There is indication of which direction the sprite must face at the beginning of some procedures but there is no change in direction of turn. The script is inconsistent and inelegant.</p>	<p>The script demonstrates an emerging understanding of rotation around a point. Procedures show angles of turn are calculated incorrectly according to the formula $360/n$ where $n =$ number of sides, indicating lack of number facts. Procedures are embedded into another procedure which scripts for the shape to be repeated and rotated around a point but the number of repeats and angle of rotation are calculated incorrectly.</p>
<p>Not Yet Apparent</p>	<p>There is no development of the original template. The script has not been remixed to follow the design brief.</p>	<p>There is no development of the original template. The script has not been remixed to follow the design brief.</p>	<p>There is no development of the original template. The script has not been remixed to follow the design brief.</p>