Self-Assessment: Visual to text coding – Lesson 10

DIGITAL TECHNOLOGIES HUB

Name _____ Date _____/_____/_____

Project

Challenge 1 or 2 algorithm written in pseudocode:

I can *(circle the skills you have demonstrated or write in any other skills)*

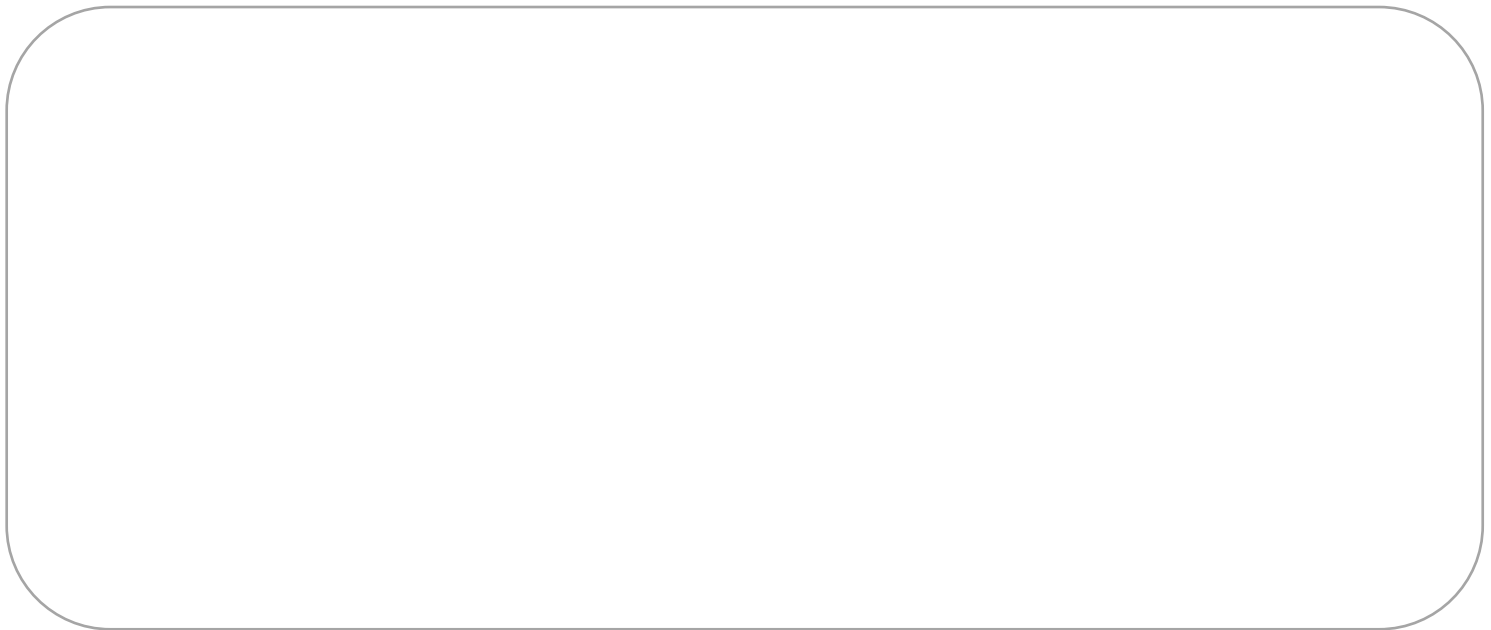**Move and turn the turtle**
to navigate around the screen.

Use "pen up" and "pen down" commands
to make the turtle draw simple shapes.

Write a function
to draw a simple shape when called.

Call a function
to run the code for that function from the main program.

Call a function multiple times
to create a drawing with multiple parts.

A screen capture of my code and what displays onscreen when it is run:

Read the following rubric.

Circle the description that best describes your programming on this project.

1 point	2 points	3 points	4 points
I created the program but needed a lot of guidance and help from others. I have learned up to 2 new programming skills and identified these skills using the 'I can' statements.	I created the program with a little help from others. I have learned up to 3 new programming skills and identified these skills using the 'I can' statements.	I created my own program following suggested steps. When I got stuck I sought help. I have described clearly the challenges I had and how I overcame them. I have learned up to 4 new programming skills and identified these skills using the 'I can' statements.	I created my own program. When I got stuck I sought help. I also helped others when they got stuck. I have described clearly any challenges I had and how I overcame them. I have learned or used more than 4 programming skills and identified these skills using the 'I can' statements.

List two advantages of organising your code with functions.