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CW High School
Computer Programming II

1. **Mastering Basics of Coding (14.29%)**

   Learning Targets

   1.1 I can draw an advanced scene and implement all Tracy commands in a such a way that shows mastery of each command, while writing a clean code.

Learning Target	Descriptor	Definition
4	Proficient	I can draw an advanced scene and implement all Tracy commands in a such a way that shows mastery of each command, while writing a clean code.
3	Developing	I can draw an basic scene using loops, movement commands, comments, and functions.
2	Basic	I can draw a basic scene using loops, comments and movement commands.
1	Minimal	I can draw a basic scene using color and movement commands.
0	No Evidence	No evidence shown.

2. **Basic Python and Console Interactions (14.26%)**

   Learning Targets

   2.1 I can use all Basic Python 3 and Console Interactions (print statements, variables, user input, mathematical/string operators and comments) to create a clean program that asks user's input and properly stores, uses, and concatenates the data.

Learning Target	Descriptor	Definition
4	Proficient	I can use all Basic Python 3 and Console Interactions (print statements, variables, user input, mathematical/string operators and comments) to create a clean program that asks user's input and properly stores, uses, and concatenates the data.
3	Developing	I can ask users for their input, store it in variables, and apply mathematical/string operators to them.
2	Basic	I can ask users for their input and store it in variables
1	Minimal	I can ask users for their input and print it.
0	No Evidence	No evidence shown.

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3. Conditionals (14.29%)

Learning Targets

3.1 I can use all Conditionals (Booleans, if/else statements, comparison operators, logical operators, floating point numbers and rounding) to create a program that compares data and outputs based comparison and logical operators.

Learning Target	Descriptor	Definition
4	Proficient	I can use all Conditionals (Booleans, if/else statements, comparison operators, logical operators, floating point numbers and rounding) to create a program that compares data and outputs based comparison and logical operators.
3	Developing	I can use if/else statements, and Boolean values to write a logical program.
2	Basic	I can use if statements to create a logical program
1	Minimal	I can handle floating point values and round them when needed.
0	No Evidence	No evidence shown.

4. Looping (14.29%)

Learning Targets

4.1 I can use various forms of looping (while loops, for loops, nested for loops) to write a clean program.

Learning Target	Descriptor	Definition
4	Proficient	I can use various forms of looping (while loops, for loops, nested for loops) to write a clean program.
3	Developing	I can use break and continue to fully utilize a while loop.
2	Basic	I can use while loops to write a program.
1	Minimal	I can use for loops to write a program
0	No Evidence	No evidence shown.

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5. Functions and Exceptions (14.29%)

Learning Targets

5.1 I can use functions, including different parameters for them, and exceptions to write a clean program, all while having all variables in their proper namespace.

Learning Target	Descriptor	Definition
4	Proficient	I can use functions, including different parameters for them, and exceptions to write a clean program, all while having all variables in their proper namespace.
3	Developing	I can use functions and exceptions to write a clean program.
2	Basic	I can use functions with parameters to write a program.
1	Minimal	I can use functions to write a program.
0	No Evidence	No evidence shown.

6. Strings (14.29%)

Learning Targets

6.1 I can write a clean program using Strings and using all the string methods needed. I can also incorporate slicing, indexing, the in keyword.

Learning Target	Descriptor	Definition
4	Proficient	I can write a clean program using Strings and using all the string methods needed. I can also incorporate slicing, indexing, the in keyword.
3	Developing	I can write a clean program using Strings and all the string methods needed. I can also incorporate slicing and indexing.
2	Basic	I can write a clean program using Strings and all the string methods needed. I can also incorporate slicing.
1	Minimal	I can write a clean program using Strings and all the string methods needed.
0	No Evidence	No evidence shown.

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7. **Creating and Altering Data Structures (14.29%)**

Learning Targets

7.1 I can use Tuples, Lists to create a clean program that creates and alters data structures. I can also use list methods and for loops on my lists to alter them.

Learning Target	Descriptor	Definition
4	Proficient	I can use Tuples, Lists to create a clean program that creates and alters data structures. I can also use list methods and for loops on my lists to alter them.
3	Developing	I can use Tuples, Lists to create a clean program that creates and alters data structures. I can also use list methods on my lists to alter them.
2	Basic	I can use Tuples, Lists to create a clean program that creates and alters data structures.
1	Minimal	I can use Lists to create a clean program that creates and alters data structures.
0	No Evidence	No evidence shown.

Submitted on 2/16/2020 by