ICS4U Final Project Marking Sheet   Name: _____

Language: _____

Total: _____ / 85   K: 16   I: 16   C: 38   A: 15

A. Created PowerPoint presentation which includes:				25 marks
1. Compare Java to your language (K) (8 x 2 = 16)	**Good**	**Fair**	**Poor**	**NA**
o Variables: types and declaration,				
o Selection structures: If,				
o Repetition structures: for loop & do while loop,				
o Displaying to monitor,				
o Working with disk (text) file,				
o Common string functions,				
o Arrays,				
o Class structure:				
▪ Creating,				
▪ Set attribute (properties, etc.) values				
▪ Method structure,				
▪ Using methods				
2. Formatting of PowerPoint (images, fonts sizes, layout, colour, etc.) (3) (C)				
3. Knowledge of history of language (2) (I)				
4. Where is language best put to use…system software, games, graphics, etc.? (2) (I)				
5. Weaknesses of language? (2) (I)				

B. Presentation (C)				20 marks
	Good	**Fair**	**Poor**	**NA**
1. Student presents (5) • Speaking articulately and clearly				
2. Student assists (3) • Speaking articulately and clearly • Helping students • Answering questions				
3. Organized (2)				
4. Main ideas of language covered (10) Variables: types and declaration / Selection structures: If / Repetition structures: for loop & do while loop / Displaying to monitor / Working with disk (text) file / Common string functions / Arrays / Class structure				
5. Other: (5 max bonus)				

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C. Other items				20 marks
1. PowerPoint sent to Mr. Wood (2) (C)	On time (2)	Late (1)	Not at all (0)	
2. PowerPoint used in class to help with workshop ()	Yes		No	
3. Build a simple program (e.g. a game) with the other students (should cover the items listed in A above.) (11) (A) Circle items not covered: (N/A items are clearly indicated) Variables: types and declaration / Selection structures: If / Repetition structures: for loop & do while loop / Displaying to monitor / Working with disk (text) file / Common string functions / Arrays / Class structure: Creating, Set attribute (properties, etc.) values, Method structure, Using methods	Complete	Missing a few items	Missing several items	Not submitted
4. Submitted the COMPLETED simple program (4) (A)	On time	Late	Not at all (0)	
5. You may give a 'skeleton' program and have the class flesh it out during the workshop. (2) (C) Submitted	On time (2)	Late (1)	Not at all (0)	NA

D. Activity Log: (C)				10 marks
	Good	Fair	Poor	Not done
1. up to date, complete, includes details (5)				
2. Activity in class, activity outside of class (1)				
3. How easy is it to learn? (2)				
4. Time it takes to learn? (2)				

E. Other group presentations: (I)
1. Activity: 10 marks

	Attended	Missed Excused	Missed Unexcused	Other
a. Present for other group presentations unless validly excused (e.g. co-curriculars, school trip, etc.) (4)				
2. Presentation Items				
a. Software downloaded before seminar (2)				
b. Positive participation in presentations (4)				