ICS4U Final Project Marking Sheet

Name(s): _____

Language: _____

_____

Group: / 65

A. Created PowerPoint presentation which includes:			25 marks	
1. Compare Java to your language (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)				
3. Knowledge of history of language (2)				
4. Where is language best put to use…system software, games, graphics, etc.? (2)				
5. Weaknesses of language? (2)				

B. Presentation			20 marks	
1. All students participate (5) • Speaking • Helping students • Answering questions	Very balanced	Fairly balanced	Lacks balance	Very skewed participation
2. Organized (5) someone in charge of sections/ideas, etc., demonstrates working as a team	Clearly demonstrated	Usually demonstrated	Lack of organization	Extreme lack organization
3. Main ideas of language covered (10)	Very balanced	Fairly balanced	Lacks balance	Very skewed participation
4. Other: (5 max bonus)	Very balanced	Fairly balanced	Lacks balance	Very skewed participation

ICS4U Final Project Marking Sheet

Name(s): _____

Language: _____

_____

C. Other items				20 marks
1. PowerPoint sent to Mr. Wood (2)	On time	Late	Not at all	
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) 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)	On time	Late	Not at all	
5. You may give a 'skeleton' program and have the class flesh it out during the workshop. (2) Submitted	On time	Late	Not at all	NA