

K-8

Computer Science

Grading Guidance

Overview

In an effort to support both the recent changes to the City Schools grading policy and the adoption of the Code.org curriculum, this guide aims to provide teachers resources and guidance in grading K-8 Computer Science courses.

Grading Components

Assessment Rubric

Classwork Rubric

Infinite Campus - Gradebook Setup

Grading Components

Two categories will be graded in these courses, Assessments and Classwork. Students will receive scores on gradebook assignments based on a 4-point scale.

Assignment Marks Scores "CS Marks"							
Score Mark	4	3	2	1	0	M (Missing)	
Score Value	100	85	75	65	50	0	

Grading Components					
Assessments 70%	Classwork 30%				
 *Coding Unplugged Assessments *Coding Plugged Lesson Activities Projects (including but not limited to) Apps Websites Presentations 	 Collaboration Communication Perseverance Journaling 				
*Required grading components for City Schools K-8 Computer Science courses.					

Assessment Rubric

ASSESSITION NUMBER OF THE PROPERTY OF THE PROP								
(70% of student course grade)								
	Advanced Understanding 4 (100)	Meets the Standard 3 (85)	Approaching Standard 2 (75)	Rarely Meets the Standard 1 (65)	Does Not Meet the Standard 0 (50)			
Projects (Teachers can identify project elements and add to this rubric) Fundamentals Project Rubric	Student goes over and above all the required elements stated in the directions & instructions	Student includes all of the required elements as stated in the directions/instruct ions	Student is missing one or more of the required elements as stated in the directions/instruct ions	Student is missing 3 or more of the required elements.	Student did not submit a project.			
Coding Unplugged Assessments	Teacher scores unplugged assessments using percentages and aligns with the 4 point assignment marks scale. Percentages are always rounded up to the nearest score value.							
Teacher averages entire lesson scores using the below scoring key and aligns with the 4 point assignment marks scale. Coding Plugged Lesson Activities In the below example, a student scored 5 activities at a 4, and 1 activity at a 3. The concept (#1 diamond) is not graded. Their score for this lesson would be ((5x4)+3)/6=3.83, so would round up to a 4. 1 2 3 4 5 6 7 = 3.83, rounds up to 4								

Classwork Rubric

(30% of student course grade)

(30% of Student Course grade)							
	Advanced Understanding 4 (100)	Meets the Standard 3 (85)	Approaching Standard 2 (75)	Rarely Meets the Standard 1 (65)	Does Not Meet the Standard 0 (50)		
Collaboration	Student is an active participant in the team and it's work.	Student is mostly an active participant in the team and it's work.	Student is sometimes an active participant in the team and it's work.	Student had limited interaction with the team and mainly worked alone.	Student does not work with their team and works alone.		
Communication	Student communicates with their team and equally listens as well as contributes.	Student contributes but either mostly talks or mostly listens.	Student contributes but either just talks most of the time or just listens most of the time.	Student had limited team communication.	Student did not communicate with their team.		
Perseverance	Student tries to solve a problem for multiple attempts before asking for help.	Student tries to solve a problem for a couple attempts before asking for help.	Student tries to solve a problem only once before asking for help.	Student immediately asked for help prior to making an attempt to solve a problem.	Student did not try to solve a problem.		
Journaling	Student entry goes above and beyond the provided prompts.	Student entry addresses all of the provided prompts.	Student entry answers some of the provided prompts.	Student entry answers some prompts along with unrelated content.	Student entry is not related to the provided prompts.		
Total (Average of all criteria score rounded up to nearest whole number)							



Infinite Campus

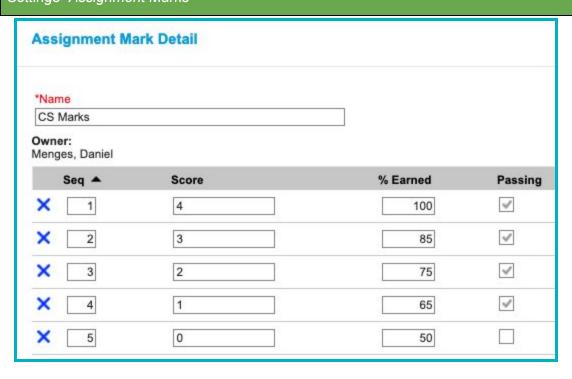
Gradebook Setup

Four steps are needed in order to properly set up your Infinite Campus gradebook for Computer Science grading:

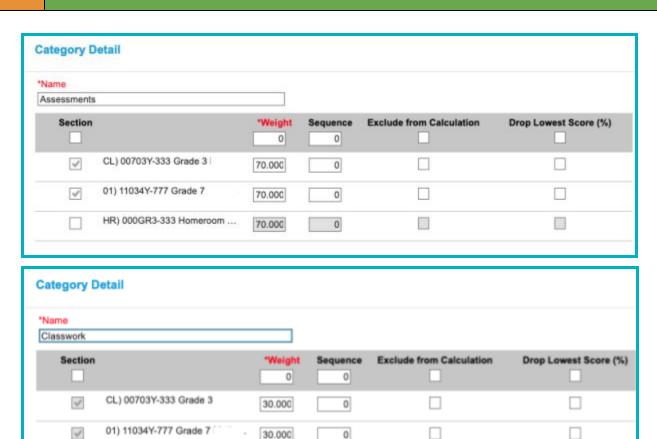
- 1. Create Assignment Marks: Settings>Assignment Marks
- 2. Create Categories: Settings>Categories
- 3. Create Assignment Default: **Settings>Assignment Defaults** (optional but recommended)
- 4. Enter and Score Assignments



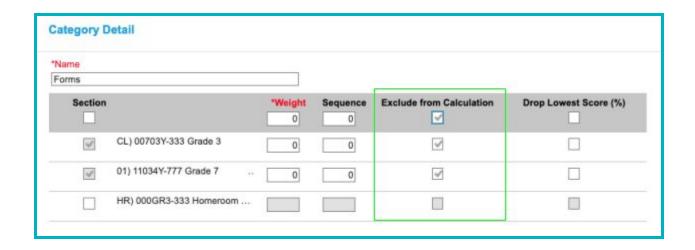
Create Assignment Marks
Settings>Assignment Marks



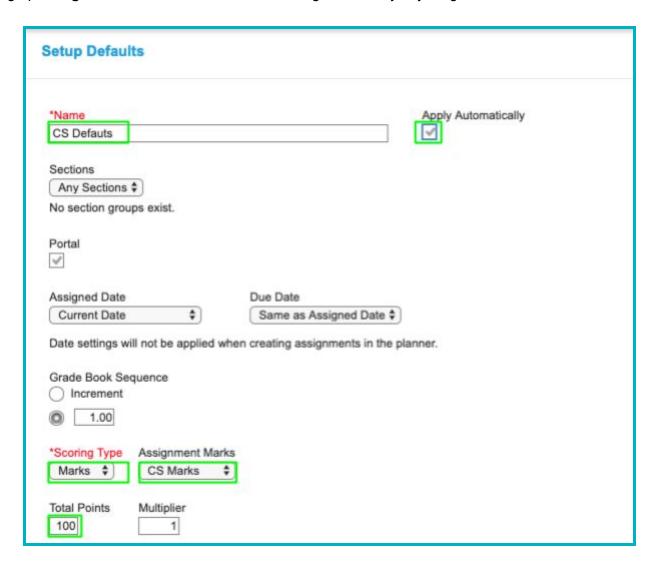
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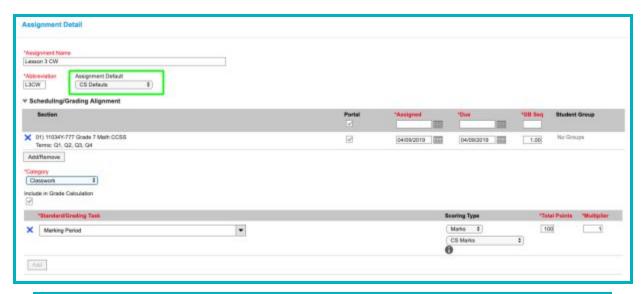


Additional categories can be added but are marked "Exclude from Calculation"



Setting up **Assignment Defaults** will streamline assignment entry in your gradebook.





In Progress		Categories		L1AS \$ >> Seq: 1.00	L1CW \$ >> Seq: 1.00	L2CW \$ () Seq: 1.00
Percent ≑	Grade	Assessments	Classwork	Due: 04/09 Assessments Points: 100	Due: 04/09 Classwork Points: 100	Due: 04/09 Classwork Points: 100
96.25 %	Α	100.00 %	87.50 %	4	4	2
89.50 %	A-	85.00 %	100.00 %	3	4	- 4
82.50 %	В	75.00 %	100.00 %	2	4	
75.50 %	С	65.00 %	100.00 %	1	4	