Abstract

The study seeks to identify and describe the learned competencies on scratch 2.0 programming, hence the revision of the course competency into advance skills in scratch programming and the recommendation of implications for the least learned competencies, if there is, be given attention.

Materials used are the learning competency with the corresponding learning outcomes or achieved objectives; the TOS or Table of Specification, a requirement in the formulation of achievement test; and the achievement test. Samples are the two sections of BSBA2 students in the course of Fundamentals of Programming using Scratch 2.0. Using Slovin’s formula, a ninety four or 94 samples from the population of BSBA2 were selected randomly. Percentage Frequency Distribution was used in determining the learned competency and least learned competency. The ESSU or Eastern Samar State University is using its own scale of grading system for the passing rate with each adjectival rating.
Based on the result, competency on the stage control presentation of script using scratch, the rating was Good, the least rating among the competencies. The rest of the competencies are Very Good, Excellent, and Outstanding. All-in-all, the average Mean Percentage Score or MPS is ninety one percent or 91%, rated as Excellent.

References


Index Terms

Computer Science
Information Systems

Keywords
Adjectival Rating, Green Flag, Script, Sprite.