

## Stamps Rubric

Standards	Lesson Objectives	Advanced 3 Points	Intermediate 2 Points	Novice 1 Point	Points
<i>ITEE - 8: E, F, &amp; G</i> <i>FAB-DESIGN.1</i> <i>FAB-MODELING.1&amp;2</i>	<b>2D Design</b>	Creates 3 or more designs with detailed thought. Takes both shape and composition into consideration on all designs.	Creates two designs that take shape or composition into consideration or one with detailed thought that takes shape and composition into consideration.	Creates 1 design with minimal thought or a design that is incomplete.	
<i>FAB-DESIGN.1</i> <i>FAB-MODELING.1&amp;2</i>	<b>Applying Design Principles</b>	Applies a variety of design principles like balance, symmetry, negative space, contrast, movement, pattern, ect. Is able to discuss the impacts of these principles on their design.	Applies two to three design principles like balance, symmetry, and negative space.	Applies little to no design principles.	
<i>ITEE - 11: I, J, &amp; K</i> <i>FAB-DESIGN.1</i>	<b>Design Intention</b>	Makes and is able to explain design choices based on what they wish to convey and to whom their audience is. Is able to convey intention and how their design will impact their audience in a positive or negative way.	Makes and is able to explain design choices based on what they wish to convey or to whom their audience is.	Is able to explain some design choices but may not be able to identify their audience.	
<i>FAB-DESIGN.1</i> <i>FAB-DESIGN.2</i>	<b>Constructive Feedback</b>	Is able to give, receive, and take into consideration constructive feedback. Actively seeks feedback from peers and instructors. Is able to hold discussions to explain choices or is able to explain why offered changes are not needed. (Can defend design choice)	Is able to give, receive, and/or incorporate constructive feedback. May only incorporate feedback from instructor.	Does not give, receive, or incorporate constructive feedback. Resists feedback from peers and instructor.	
<i>ITEE - 11: I &amp; K</i> <i>FAB-DESIGN.1</i>	<b>Design Impact Comprehension</b>	Understands how design impacts consumer perception and brand identity. Is able to identify different examples in known brands and can articulate how their design was impacted by these ideas.	Understands how design impacts consumer perception and brand identity. Understands audience identification and branding intention.	Understands minimal design impacts on consumer perception or brand identity. Does not understand who the audience is or why branding is necessary.	
<b>Point System Key:</b>		<b>11 - 15 Points</b>	<b>6 - 10 Points</b>	<b>1 - 5 Points</b>	Total: