

Project Rubric (6)					
Criteria	Ratings				Pts
Execution	<p>10 to >9.0 pts Excellent</p> <p>Exceeds expectations. Student clearly took personal pride in execution of work, and spent a significant amount of effort on it. Project is clean and presented with care. Details and composition demonstrate polished consideration to all aspects of work.</p>	<p>9 to >7.0 pts Good</p> <p>Meets expectations. Student could have given a bit more attention to detail and presentation.</p>	<p>7 to >4.0 pts Fair</p> <p>Approaching expectations. The work appears rushed or unfinished. What's there is generally well done, but the project is more of a draft than a finished piece.</p>	<p>4 to >0 pts Poor</p> <p>Does not meet expectations. The work is sloppy and poorly presented. Shows little consideration or attention. Minimal effort.</p>	10 pts
Integration of Concepts	<p>20 to >18.0 pts Excellent</p> <p>Exceeds expectations. Project demonstrates student thoroughly understood assignment/instructions, and expanded upon critical ideas. Clearly shows thoughtful consideration when applying new principles to work, internalizes and responds to new concepts. Work shows evidence of complicated reflection and planning.</p>	<p>18 to >14.0 pts Good</p> <p>Meets expectations. Work shows basic understanding of concepts, fulfills requirements for assignment, and follows instructions.</p>	<p>14 to >7.0 pts Fair</p> <p>Approaching expectations. The work was completed according to basic instructions but does not demonstrate a clear, internalized understanding of the concepts / lessons at hand.</p>	<p>7 to >0 pts Unacceptable</p> <p>Project was completed but the student did not quite understand instructions or concepts. The work does not demonstrate that the student spent much time thinking about the concepts.</p>	20 pts
Creativity					

	<p>10 to >9.0 pts Excellent</p> <p>Exceeds expectations. Student demonstrates multi-level thinking, complicating the solutions to make the assignment their own. Engages with assignment in a highly personal way. Student takes up a challenge instead of choosing the easiest or most obvious solution. Pushes boundaries while maintaining connection to core lessons of assignment.</p>	<p>9 to >7.0 pts Good</p> <p>Responds to the project with personal engagement. Has a unique idea.</p>	<p>7 to >5.0 pts Satisfactory</p> <p>Created an idea, but it was not particularly unique or personally engaging.</p>	<p>5 to >4.0 pts Fair</p> <p>Approaching expectations. The student has chosen an obvious solution to the assignment, or demonstrates a lack of personal engagement. Imagery and ideas are unoriginal or taken from an existing source with only slight complication added.</p>	<p>4 to >0 pts Poor</p> <p>Does not meet expectations. The work shows very little to no personal investment or thought.</p>	10 pts
Work Ethic	<p>5 to >4.0 pts Excellent</p> <p>Always on task, works at a consistent pace. Self-motivated and demonstrates intellectual curiosity.</p>	<p>4 to >3.0 pts Good</p> <p>Mostly on task, works at a consistent pace. Self-motivated and demonstrates intellectual curiosity.</p>	<p>3 to >2.0 pts Fair</p> <p>Requires reminders to stay on task. Starts to demonstrate intellectual curiosity.</p>	<p>2 to >0 pts Poor</p> <p>Requires constant reminders to stay on task. Demonstrates lack of intellectual curiosity.</p>		5 pts
Process Engagement	<p>5 to >4.0 pts Excellent</p> <p>Engages fully in sketching,</p>	<p>4 to >3.0 pts Good</p> <p>Typically engages in sketching,</p>	<p>3 to >2.0 pts Fair</p> <p>Periodically engages in</p>	<p>2 to >0 pts Poor</p> <p>Does not engage in sketching,</p>		5 pts

	drafting, and research phases.	drafting, and research phases.	sketching, drafting, and research phases.	drafting, and research phases.	
Readability	5 to >4.0 pts Excellent Thought of ways to make the code readable that had not been directly discussed.	4 to >3.0 pts Good All the code parts are well commented. Variables are named things that make sense. Indentations make sense and make the code more readable.	3 to >2.0 pts Fair Some comments missing, some variables are named ways that do not help make the code readable, not well indented.	2 to >0 pts Poor Code is hard to read	5 pts
Total Points: 55					