

INSTRUMENT RUBRIC

(Includes criteria specific to SCRATCH projects and a Collaboration option below)

STUDENT NAME: _____

DATE: _____

Category	Beginning (1pt)	Developing (2pts)	Proficient (3pts)	Exceptional (4pts)
Content Area Concepts	<p>(Requirements Present are Circled)</p> <p>Project demonstrates 1 or fewer of the 4 required components.</p> <ul style="list-style-type: none"> ● Soft Volume ● Loud Volume ● High Pitch ● Low Pitch 	<p>(Requirements Present are Circled)</p> <p>Project demonstrates 2 of the 4 required components.</p> <ul style="list-style-type: none"> ● Soft Volume ● Loud Volume ● High Pitch ● Low Pitch 	<p>(Requirements Present are Circled)</p> <p>Project demonstrates 3 of the 4 required components.</p> <ul style="list-style-type: none"> ● Soft Volume ● Loud Volume ● High Pitch ● Low Pitch 	<p>Project demonstrates all 4 of the required components.</p> <ul style="list-style-type: none"> ● Soft Volume ● Loud Volume ● High Pitch ● Low Pitch
Project Design	<p>(Criteria Circled)</p> <p>Did not attempt to incorporate original artwork or ideas.</p> <p>No clear purpose of project or organization.</p> <p>Project incomplete.</p>	<p>(Criteria Circled)</p> <p>Project uses artwork or ideas of others with some effort to change.</p> <p>Has some sense of purpose and structure.</p>	<p>(Criteria Circled)</p> <p>Project uses original artwork and ideas and/or restructures found art in a unique manner.</p> <p>Has clear purpose, makes sense, has structure.</p>	<p>Project artwork and ideas are original and significantly supports the content.</p> <p>Has multiple layers or complex design.</p>
User Friendliness	<p>Project is not user friendly. Difficult to understand what it does or how to use it.</p>	<p>Project is not user friendly, some parts are not easy to understand.</p>	<p>Project is user friendly and easy to understand.</p>	<p>Project is extremely user-friendly.</p>

TOTAL POINTS EARNED: _____/12 points possible

PROJECT DESIGN (SCRATCH Specific Additions)

Beginning: Does not provide a way for other people to interact with the program. Some project design may have been copied from other projects.

Developing: Includes a way(s) for users to interact with the program, may need to be clearer or fit the program's purpose better. Somewhat innovative and incorporates unique ideas.

Proficient: Includes a way(s) for users to interact with the program and has clear instructions. Innovative and incorporates a unique design.

Exceptional: User interface fits content well, is complex; instructions are well-written and integrated into design. Project is very innovative and clearly demonstrates unique ideas. Well written advanced design.

COLLABORATION (Optional Category)

Beginning: Student did not get involved in design process Did not use project time well and did not meet deadlines. Did not collaborate.

Developing: Student tried out the design process. Used project time well sometimes and met some deadlines. Collaborated at times.

Proficient: Student used design process (stated problem, came up with ideas, chose solution, built and tested, presented results). Used project time constructively, met deadlines Collaborated appropriately .

Exceptional: Student made significant use of the design process. Used project time constructively, finished early or added additional elements. Found ways to collaborate beyond class structure.