

# Evaluation Rubric - Activity Menus

	Programming	Reflection & Documentation	Collaboration & Communication	Creativity
1 Novice	Completed part of the activity and needed assistance throughout the process.	Used the Design Process Journal and multimedia tools (such as video and images) to document some of the activity results.	Participated little or not at all in classroom discussions. Demonstrated little to no cooperation with group members during the activity.	Demonstrated limited creativity in developing ways to complete the activity.
2 Developing	Used the targeted coding concept(s) to complete the activity with some assistance.	Incorporated some target vocabulary and some thoughtful reflection on the coding process while documenting activity results using journal entries and multimedia tools.	Occasionally participated in classroom discussions and cooperated somewhat with group members.	Developed a few different ways to complete the activity, but the solution was not particularly creative.
3 Proficient	Used the targeted coding concept(s) to complete the activity without assistance.	Incorporated target vocabulary and reflection on the coding process. Clearly documented activity results using journal entries and multimedia tools.	Actively participated in classroom discussions. Answered questions and cooperated with group members during the activity.	Applied the iterative process to develop creative and unexpected solutions for the activity.
4 Exemplary	Used the targeted coding concept(s) to complete the activity without assistance. Enhanced the solution with more efficient (e.g., fewer lines of code) and/or advanced features (e.g., lights, sounds, events) in the code.	Incorporated advanced target vocabulary and in-depth reflection on the coding process. Thoroughly and clearly documented and presented activity results.	Actively participated in classroom discussions and cooperated with group members. Gave constructive feedback to others and effectively incorporated feedback from others.	Went above and beyond to develop, revise, and execute imaginative solutions for the activity.

# Evaluation Rubric - Creative Writing Project

	Programming	Reflection & Documentation	Collaboration	Communication	Creativity
1 Novice	Included some of the required robot capabilities in the project (movement, lights, sounds, sensors, loops) and needed assistance throughout the process. Completed some of the project phases.	Used the Design Process Journal and multimedia tools (such as video and images) to document some of the project phase results.	Demonstrated little to no cooperation with group members during some of the project phases	Participated little or not at all in classroom discussions.  Participated little or not at all in the final presentation of the project.	Demonstrated limited creativity in developing ways to complete the project.
2 Developing	Included all of the required robot capabilities in the project with some assistance. Completed some of the project phases.	Incorporated some target vocabulary and some thoughtful reflection on the coding process while documenting project phase results using journal entries and multimedia tools.	Cooperated somewhat with group members during some of the project phases.	Occasionally participated in classroom discussions and presentations.  Participated in the final presentation of the project.	Developed a few different ways to complete the project, but the was not particularly creative.
3 Proficient	Included all of the required robot capabilities in the project without assistance. Completed all of the project phases and each phase's program activities.	Incorporated target vocabulary and reflection on the coding process. Clearly documented all project phase results and using journal entries and multimedia tools.	Answered questions and cooperated with group members during all of the project phases.	Actively participated in classroom discussions and presentations.  Participated in a final presentation of the project that clearly communicated project ideas and development process.	Applied the iterative process to develop creative and unexpected solutions for the activity.
4 Exemplary	Included all of the required robot capabilities in the project. Enhanced the project's program with more efficient (e.g., fewer lines of code) and/or advanced features (e.g., additional interactions, movements, loops) in the code.	Incorporated advanced target vocabulary and in-depth reflection on the coding process. Thoroughly and clearly documented and presented all project phase results. Demonstrated using all stages of the Design Thinking Process in their documentation.	Cooperated with group members throughout the project phases.  Gave constructive feedback with group members and other groups. Effectively incorporated feedback from others when revising the project.	Actively participated in classroom discussions and gave updates on project progress.  Enhanced the final presentation of the project with clear communication of ideas and strategies that engaged the audience (e.g., asking questions, including audience participation).	Went above and beyond to develop, revise, and execute imaginative solutions for the activity.