SCRATCH PROJECT RUBRIC   Name: _____

Category	*Beginning*	*Developing*	*Proficient*	*Exceptional*
Content area concepts *(Add specific targets as needed)*	___ Does not include ideas about the subject area or ideas are incorrect	___ Includes a few ideas about the subject, shows some understanding	___ Focuses on and understands important concepts about the subject matter	___ Makes important connections between subject area concepts, shows in-depth understanding
Project design	___ Did not try to make own artwork ___ No clear purpose of project or organization ___ Does not provide a way for other people to interact with program	___ Project uses artwork of others with some effort to change ___ Has some sense of purpose and structure ___ Includes way for user to interact with program, may need to be clearer or fit program's purpose better	___ Project uses original artwork or reuses imported images creatively ___ Has clear purpose, makes sense, has structure ___ Includes way for user to interact with program and clear instructions	___ Project artwork and creativity significantly support the content ___ Has multiple layers or complex design ___ User interface fits content well, is complex; instructions are well-written and integrated into design
Programming	___ Project shows little understanding of blocks and how they work together ___ Lacks organization and logic ___ Has several bugs	___ Project shows some understanding of blocks and how they work together ___ Has some organization and logic ___ May have a couple bugs	___ Project shows understanding of blocks and how they work together to meet a goal ___ Is organized, logical, and debugged	___ Project shows advanced understanding of blocks and procedures ___ Uses additional programming techniques ___ Is particularly well organized, logical, and debugged
Process	___ Student did not get involved in design process ___ Did not use project time well and did not meet deadlines ___ Did not collaborate	___ Student tried out the design process ___ Used project time well sometimes and met some deadlines ___ Collaborated at times	___ 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	___ 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