

Name: _____

JB CYA Game Project Rubric

Category	Beginning (1)	Developing (2)	Proficient (3)	Exceptional (4)
Content Area Concepts	___ 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	___ Windows are not consistent and text is hard to read ___ No clear purpose of project or organization ___ Does not provide a way for other people to interact	___ Windows are somewhat consistent and text is mostly readable ___ 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	___ Windows are consistent and text is readable ___ Has clear purpose, makes sense, has structure ___ Includes way for user to interact with program and clear instructions	___ Windows are consistent and text is laid out perfectly ___ 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 code ___ Lacks organization and logic ___ Has several bugs	___ Project shows some understanding of code ___ Has some organization and logic ___ May have a couple bugs	___ Project shows understanding of code ___ Is organized, and logical ___ Is debugged	___ Project shows advanced understanding of code ___ 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	___ 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

Score: _____ x 6.25 = Final Score: _____ / 250 = Percentage: _____