**Computer Science- Project Rubric**

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| **Curricular Competencies** | * Engage in a period of research and empathetic observation in order to understand design opportunities
* Identify potential users and relevant contextual factors
* Take creative risks in generating ideas and add to other’s ideas in ways that enhance them
* Screen ideas against criteria and constraints
* Identify a source of inspiration
* Develop a plan that includes key stages and resources
* Prototypes, making changes to tools, materials and procedures as needed
* Identify the skills and skill levels needed, individually or as a group, in relation to specific projects, and develop and refine them as needed
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| **Big Ideas** | * Social, ethical and sustainability considerations impact design
* Complex tasks require the sequencing of skills
* Complex tasks require different technologies and tools at different stages
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|  |  **(A)** | **(B)** | **(C+)** |
| **Required Elements****&** **Technology****10 pts** |  | * Requirements outlined were completed in this assignment.
* Some initiative taken by student to add additional information or findings to their work.
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| **Thinking Critically** **10 pts** |  | * Student was able to recognize issues with software and troubleshoot when necessary.
* Student was able to determine shortcuts and command line operations
* Engage in a period of research and empathetic observation in order to understand design opportunities
* Identify the skills and skill levels needed, individually or as a group, in relation to specific projects, and develop and refine them as needed
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| **Thinking Creatively** **10 pts** |  | * Identify and use sources of inspiration and information
* Student chose a form of prototyping and develop a plan that includes key stages and resources.
* Student decided on how and with whom to share their product or processes
* Student chose to adapt if necessary to learn about appropriate tools and technologies to use for tasks
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| **Sharing & Reflection****10 pts** |  | * Student was able to identify how they may build upon their design concept.
* Student was able to take feedback from their teacher and peers.
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| **Comments** |  |