**Computer Studies- Assignment 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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|  | **Extending** | **Expected** | **Working Towards** |
| **Information & Required Elements****10 pts** |  | * Requirements outlined were completed in this assignment.
* Student accomplished
* Student was capable of utilizing skills taught in class to execute the requirements outlined.
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| **Thinking Critically****5 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 in relation to specific projects, and develop and refine them as needed
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| **Thinking Creatively** **5 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 understood the overall objective (technically and theory) of this assignment
* Student adapted when necessary in order to understand technology to be able to execute their task
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| **Planning & Sharing & Reflection &** **Responsibility****5 pts** |  | * Student was able to identify how they may build upon their design concept.
* There was some form of planning prior to executing their assignment idea.
* Student was able to take feedback from their teacher and peers.
* Student demonstrated appropriate use of technology when completing this assignment
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| **Comments** |  |