**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 | | |
| **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 | | |
|  | **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. |  |
| **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 |  |
| **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 |  |
| **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 |  |
| **Comments** |  | | |