**Information Technology 9- Project Rubric**

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| **Curricular Competencies** | * Understanding * Defining * Ideating * Prototyping * Testing * Making * Sharing | | |
| **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 | | |
|  | **(A)** | **(B)** | **(C+)** |
| **Required Elements**  **&**  **Technology** |  | * Requirements outlined were completed in this assignment. * Some initiative taken by student to add additional information or findings to their work. * Student understood most of the skills needed, individually or as a group, in relation to specific projects, and develop and refine them as needed. |  |
| **Thinking Critically &**  **Thinking Creatively** |  | * Student was able to recognize issues with software and troubleshoot when necessary. * Identify criteria for success, intended impact, and any constraints * Identify and use sources of inspiration and information * Student critically analyzes and prioritizes competing factors * Student choose a form of prototyping and developed a plan that includes key stages and resources to complete their work * Student took creative risks in generating ideas * Prototype, making changes to tools, materials and procedures as needed. * Identify and source feedback * Student identified and use appropriate tools, technologies, materials and processes for creative production |  |
| **Sharing & Reflection** |  | * Student was able to identify how they may build upon their design concept. * Student was able to take feedback from their teacher and peers. |  |
| **Comments** |  | | |