**Information Technology 9- Project Rubric**

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| **Curricular Competencies** | * Understanding
* Defining
* Ideating
* Prototyping
* Testing
* Making
* Sharing
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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** |  | * 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.
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| **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
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| **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.
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| **Comments** |  |