Period Name

**EFFORT**

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| --- | --- | --- | --- | --- | --- |
| **CONCEPT** | **4** | **3** | **2** | **1** | **AR** |
| **Participation and Effort** | Continuous participation and used time well. Worked hard the entire time and talked mostly about the project | I often participated and usually used time wisely. I work hard most of the time and often talked about art. | I sometimes participated in class and sometimes used time well. I worked hard sometimes, and needed to be reminded to be on task some of the time.  | I rarely participated in class and often didn’t use time wisely. I rarely worked hard and was often talking, playing, or using a cell phone. |  I did not participate or work hard. I did not use time well. I did not work and mostly talked, used a cell phone, or played. |
| **Use of Materials** | Consistently used materials with care and returned them when done. My work area is always clean. | I usually used materials with care and returned them when done. My work area is often clean. | I sometimes needed reminding on how to properly use materials and to clean up my area | I need a lot of reminding about proper care and usage, leaving a mess. | I often used materials carelessly, inappropriately, and left a mess. |
| **Behavior** | I always followed classroom rules and procedures.  | I usually followed classroom rules and procedures. | I sometimes followed classroom rules and procedures. | I rarely followed classroom rules and procedures and often disturbed others. | I made no effort to follow rules and frequently disturbed others. |

**ART PRODUCTION**

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| **CONCEPT** | **4** | **3** | **2** | **1** | **AR** |
| **Creativity and Originality** | My work was very original, innovative and/or daring | My work was somewhat original and innovative | My work had one small original design part | My work has nothing original at all | I made no effort to be original or creative. |
| **Principles of Art** | I very effectively used two or more principles | I mostly effectively used one to two principles | I somewhat effectively used one principle  | I rarely attempted to use any of the principles | I did not use or could not justify how I used any principles |
| **Craftsmanship** | My work is clean and consistent. Design shows now odd discrepancies.  | My project is mostly clean and consistent | My project has a few issues with design and consistency and quality | I was rarely careful and not thoughtful in the completion of the project | I did not attempt any quality control with this assignment |
| **Complexity** | My game included numerous elements including use of dice to advance, special cards that allow forward and backward movement, and spaces that interact with the board and make it more interesting including but not limited to short cuts, special jumps, and interacting with other players | My game included some elements including use of dice to advance, special cards that allow forward and backward movement, and spaces that interact with the board and make it more interesting including but not limited to short cuts, special jumps, and interacting with other players | My game occasionally allows players to interact beyond just rolling the dice. | My game rarely brings in an engaging element and is basically a roll the dice and move forward game. | Project did not attempt to add any complexity. |

**AESTHETICS**

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| **CONCEPT** | **4** | **3** | **2** | **1** | **AR** |
| Growth as an Artist | I really stretched my brain to think about designing a game in a new way and wonder about what is good or bad | I made a good effort to stretch my brain and think about new ways and wonder what is good or bad | I only sometimes made a good effort to stretch my brain and think about new ways and wonder what is good or bad | I rarely made a good effort to stretch my brain and think about new ways and wonder what is good or bad | I didn't waste any thought at all about art or what might be good or bad. I simply wanted to know how to complete the project and get the points. |