

To Kill a Mockingbird

Final Project Rubric

	30 points	24 points	18 points	12 points	6 points
<i>Design & Creativity</i>	The project is very attractive and interesting; great use of color ; effort and creativity are "A" level.	The project is attractive and interesting; good use of color; effort and creativity are "B" level.	The project is mostly attractive and interesting; adequate use of color; effort and creativity are "C" level.	The project is somewhat attractive and interesting; some use of color ; effort and creativity are "D" level.	The project is not attractive or interesting; little to no use of color ; effort and creativity are "F" level..
<i>Questions</i>	All 25 questions are correct; Level 2 & 3 questions are unique and thought-provoking; content mostly pertains to lit devices and theme; well-incorporated into the game.	Almost all 25 questions are correct; Level 2 & 3 questions are thought-provoking; content includes lit devices and theme; mostly well-incorporated into the game.	A majority of the 25 questions are correct; Level 2 & 3 questions are adequate; content includes minimal lit devices and theme; somewhat well-incorporated into the game.	Half of the 25 questions are missing or wrong; Level 2 & 3 questions are inadequate; fails to include lit devices and theme; not well-incorporated into the game.	A majority of the 25 questions are missing or wrong; lacks Level 2 & 3 questions; absolutely no lit devices and theme in any of the questions; not well-incorporated into the game.
<i>Format & Purpose</i>	The purpose of the game relates directly to the novel and the game board represents the theme.	The purpose closely relates to the novel and the game board somewhat represents the theme.	The purpose partially relates to the novel and the game board doesn't clearly represent a theme.	The purpose slightly relates to the novel but does not represent a theme.	It is unclear what the purpose and theme of the game are from the appearance.
<i>Directions</i>	Directions make it perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.	Directions are clear but may have 1 step missing. They are typed but have 2-3 minor grammatical errors.	Directions are mostly clear but 2-3 steps could be added to clarify. They are typed but have more than 3-5 significant errors.	Directions are unclear and make the game difficult to play. Significant errors in grammar interfere with understanding.	Many steps are missing or incomplete and it is very difficult to understand how to play the game.
<i>Content & Difficulty</i>	Questions and rules of play are of an appropriate level--not too difficult and not too easy.	Rules of play are age-appropriate but some questions are too easy or too difficult.	Game is a bit too simple for the grade level and some questions are too easy.	Game is very simple and most questions are too easily answered.	The level of both the game AND the questions are not appropriate for the grade level.