

ASSESSMENT

RUBRIC

WONDER OF THE WORLD RUBRIC

	DEVELOPING	COMPETENT	PROFICIENT	DISTINGUISHED
PROJECT CONTENT/ LEARNING OBJECTIVES	Project does not convey the required information or demonstrate understanding of the learning objectives.	Project shows a basic understanding of the Wonders of the World and demonstrates learning objectives.	Project reflects understanding of the Wonders of the World and demonstrates desired learning objectives.	Project reflects understanding and synthesis of the subject, and mastery of the learning objectives related to the Wonders of the World are met or exceeded.
PROJECT DEVELOPMENT	Project does not work, or has major flaws that prevent its intended use.	Project demonstrates basic functionality, but has minor flaws.	Project functions in the way the student intended, and provides general guidance for the end user. The project serves as a tool to educate peers and provides an immersive experience focused on one Wonder of the World.	Project is functional and refined, with extra features that exceed requirements. The project serves as a great tool for educating others on the Wonder, and includes game mechanics that establish an interactive experience for the player.

	DEVELOPING	COMPETENT	PROFICIENT	DISTINGUISHED
PROJECT AESTHETICS/ DESIGN	Project requires more attention to the look and feel of the experience, as well as general design.	Project shows some attention to aesthetics and thoughtful design but is incomplete or lacking in some aspects of layout and design.	Project is well organized and pleasing to the eye. It is easy to navigate and understand. The project demonstrates thoughtful design, and the player feels like they are exploring the Wonder of the World.	Project is well organized, makes good use of space, and uses both available and user-created assets. The world is inviting and thoughtful, and intentional design is apparent. The project displays exemplary recreation of the Wonder in Fortnite Creative.
REFLECTION	Student has difficulty describing the intent of the project.	Student can mostly describe or reflect upon the basics of the project and intended learning objectives.	Student provides a thoughtful reflection and explanation of the project and how it relates to the desired learning outcomes. Student demonstrates an understanding of the Wonder, as well as the Wonders presented by peers.	Student can describe how the project was created and demonstrates a clear understanding of the selected Wonder including when it was built, its purpose, who built it, etc. Student also demonstrates understanding of Wonders presented by peers.