

ASSESSMENT

This rubric is for use in assessing the results of the UN Sustainable Development Goals lesson projects based on a completed Fortnite Creative Island, a video walkthrough, or presentation based on screen captures.

Lesson Plan:

Student Name(s):

	DEVELOPING (1)	COMPETENT (2)	PROFICIENT (3)	DISTINGUISHED (4)
EPICSDGS CONTENT / LEARNING OBJECTIVES	Solution does not convey the required information or understanding as it pertains to the learning objectives.	Solution shows a basic understanding of the problem and demonstration of learning objectives.	Solution shows a basic understanding of the problem and demonstration of learning objectives.	Solution reflects understanding, planning, and synthesis of the problem and solution. Learning objectives are mastered or exceeded. information or understanding as it pertains to the learning objectives.
SOLUTION DEVELOPMENT	Solution has many oversights that inhibit its intended purpose.	Solution demonstrates basic functionality and has only minor oversights.	Solution functions in the way the student intended, and was developed through planning to meet the exact challenge.	Solution is functional and refined, with extra features that show applied learning and skills.
SOLUTION AESTHETICS/ DESIGN	Solution requires more attention to the look and feel of the experience and the general design and function.	Solution shows some attention to aesthetics and thoughtful design, but is incomplete or lacking in some aspects of layout and design.	Solution is organized and pleasing to the eye. It's easy to navigate, and shows clear understanding and thoughtful design.	Solution is organized, makes good use of space, shows clear use of applied knowledge, and has the audience in mind. World is inviting and thoughtful, and intentional design is apparent.

	DEVELOPING (1)	COMPETENT (2)	PROFICIENT (3)	DISTINGUISHED (4)
REFLECTION / PRESENTATION	The student demonstrates difficulty describing the intent of their SDGs solution.	The student can mostly describe or reflect upon the basics of the SDGs solution and intended learning objectives.	The student provides a thoughtful reflection and explanation of the project and how it relates to the desired learning outcomes.	The student can describe how their Epic SDGs solution works, how it solves the problem, and how and why they created it. They can also share one way in which they can personally help with this problem in real life.

Teacher's Feedback: