

MULTIMEDIA PROJECT – INTERACTIVE VOCABULARY GAME RUBRIC

Teacher Name: _____

Student Name: _____

| CATEGORY | Level 1 | Level 2 | Level 3 | Level 4 |
|---------------------|---|---|--|---|
| Requirements | Display focuses on idea of caring in limited ways. The interactive component is missing. | Display promotes the required themes of empathy and caring and includes the interactive component. Links between the themes and activities not clearly established. | Interactive component links to required themes. Group members are able to explain how their display promotes learning about social justice. | All prior requirements are met and exceeded. Group members are able to explain and demonstrate how their activities promote learning about social justice. |
| Sources | Limited sources were investigated in preparation of final project. | A variety of sources were investigated. Information collected was not evaluated for its relevance to final project. | A variety of sources were explored for the purpose. Group members discussed information collected and made selections based on their final project. | Group members evaluated a wide range of informational sources. Through discussion and group consensus they decided what information would be used for the final project. |
| Workload | The workload was/is divided evenly among group members. Several members require redirection to keep them on task. | The workload is divided but is not based on consensus. One or two group members are dictating to the group at large. | The workload is divided and shared fairly by all team members. Tasks may vary from person to person. | The workload is divided and shared equally by team members. Each team member has equal input into task assignment and is involved in his/her role. |
| Originality | Final project is an ad hoc collection of copied information. | Information collected from varied sources is organized into a format. There is limited evidence of original thinking. | Display shows some original thought. Work shows new ideas and insights based on information collected through research. | Product shows a large amount of original thought. Ideas are inventive and demonstrate that collected information has to be analyzed and synthesized into a final project. |
| Presentation | Delivery not smooth and audience attention often lost. Explanation of activity goals is unclear. | Delivery not smooth but able to maintain interest of the audience some of the time. Some clarity in explanation of activity goals. | Presentation was well-rehearsed and delivery smooth, holding audience attention most of the time. Activity goals are clearly articulated. Activities are easy to follow. | Well-rehearsed with smooth, entertaining delivery that holds audience attention. Activity goals are clearly articulated and encourage spontaneous participation. |