

2022 PRODUCTIVITY DESIGN RUBRIC - "JUDGING CRITERIA" – ACTE
Alabama Consortium for Technology in Education

PRODUCTIVITY DESIGN	MINIMAL	PARTIAL	MASTERY	RANK
<p align="center">PORTFOLIO - DOCUMENTATION 0 – 10</p> <p>Did student(s) include citations for sources & permissions for non-student produced material?</p>	0 – 5 Little to none of the required documentation present.	6 – 9 Some or most of the required documentation present.	10 All required citations and permissions are present, or none needed.	
<p align="center">PROJECT COMPLETION 0 – 15</p> <p>Did student(s) complete the entire project?</p>	0 – 5 Project is incomplete. Project barely works or does not work at all.	6- 10 Project functions but lacks certain features that would help it be fully functional.	11 – 15 Project displays all essential information completely and in depth.	
<p align="center">CREATIVITY 0 – 20</p> <p>Did student(s) use a higher level of creativity throughout the design process and presentation?</p>	0 – 7 Minimal levels of creativity shown in the project design and oral presentation.	8 – 14 Displays lower level of creativity in the design process and oral presentation.	15 – 20 High level of creativity throughout design and oral presentation. Unique, well planned and creative.	
<p align="center">PURPOSE 0 – 25</p> <p>Did all parts of the project work together for the intended purpose?</p>	0 – 9 Little to none of the elements of the design fit the purpose of the project.	10 - 17 Elements of the project are not cohesive.	18 – 25 Choice and use of software mastered. Layout logical and appealing. Design elements (graphics, fonts, colors, etc.) enhance project.	
<p align="center">UNDERSTANDING 0 – 30</p> <p>Did student(s) demonstrate a solid understanding of the software in development of the project?</p>	0 – 10 Student displays little to no understanding of the software used to create the project.	11 – 20 Some understanding of the software. Student used software that did not require an in-depth knowledge of productivity skills.	21 – 30 Student able to demonstrate all aspects of software. Mastery in choice and understanding of the software to enhance the project.	
COMMENTS				
			TOTAL SCORE	