Birds Aren't Real Project Rubric

Grade Level: 5th Grade
 Scoring Key:
4 – Exceeds Expectations | 3 – Meets Expectations | 2 – Approaching Expectations | 1 – Needs Support

Learning Goal	4 – Exceeds Expectations	3 – Meets Expectations	2 – Approaching Expectations	1 – Needs Support
Understanding How Misinformation Spreads *Media literacy & critical thinking*	Demonstrates a deep understanding of how misinformation spreads and includes multiple accurate examples in the project planning document and class discussion.	Demonstrates a clear understanding of how misinformation spreads and includes at least one example in the planning document.	Shows basic awareness of misinformation but provides limited or unclear examples.	Struggles to explain misinformation or includes inaccurate information.
Communicating Media Literacy Through Creative Engineering *Art meets purpose*	The sculpture cleverly communicates the "Birds Aren't Real" hoax. The design is imaginative, clear, and symbolic, showing deep thought about how to represent media messages.	The sculpture communicates the hoax effectively and includes key details from class discussions.	The sculpture somewhat connects to the hoax, but the message may be unclear or underdeveloped.	The sculpture does not clearly communicate the hoax or lacks a connection to media literacy.
Applying Design Thinking & Programming into a Functioning Animated Sculpture *Plan, build, test, refine*	Demonstrates strong design thinking: thoughtful planning, problem-solving, and effective use of materials, and shares design progression through drawing and notation. Code is creative and	Demonstrates solid planning and execution. Code is functional and shows understanding of tutorials and minor modifications. Limited design progression is shared through drawing and notations.	Some evidence of planning and design. Code may function inconsistently or rely heavily on tutorials without customization. Limited written plans.	Planning and design are minimal. Code is incomplete or does not function. No written planning documents.

	customized beyond tutorials.		
Using Inputs to Trigger Responses in Block-Coding *Block-based programming & interactivity*	Input/output interaction is well-integrated into the sculpture with clear, purposeful response. Code responds accurately to environmental triggers.	Input/output code is functional and matches the intended sculpture behavior.	Code shows partial or inconsistent response to input; needs refinement to match design.	Code does not respond to input, or no input is used.
Communication & Collaboration*Working with partners, giving/receiving feedback*	Consistently works respectfully and cooperatively with a partner; actively helps peers and shares ideas clearly. Resolves challenges productively.	Works well with a partner and communicates clearly. Seeks and gives help when needed.	Sometimes needs reminders to collaborate or contribute equally; may have difficulty resolving disagreements.	Struggles to work with a partner or stay engaged; rarely communicates ideas or listens to others.

Total Points: _____ / 20

Comments:

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