

**Rubric for 11th Grade Programming Assignment: Creating a Decorative Object Using Loops and Variables**

<b>Criteria</b>	<b>5 - Excellent</b>	<b>4 - Proficient</b>	<b>3 - Satisfactory</b>	<b>2 - Needs Improvement</b>	<b>1 - Beginning</b>
Use of Variable and Repeating Loop	Effectively uses variables and loops to create a complex, well-structured decorative object.	Uses variables and loops correctly to create a clear decorative object with minor issues.	Uses variables and loops but with some errors or limited complexity in the design.	Attempts to use variables and loops but with significant errors or limited success.	Does not use variables or loops appropriately or at all.
Application of Loops and Variables Concept	Demonstrates strong understanding by applying loops and variables in a new, meaningful way.	Applies loops and variables in a new context with few misunderstandings.	Shows basic application of loops and variables with some misconceptions.	Shows limited or unclear understanding of loops and variables in new contexts.	Does not demonstrate understanding of loops and variables beyond syntax.
Efficiency and Design with Loops	Clearly explains and shows how loops make design faster and easier; design is efficient.	Explains and uses loops to improve design speed and ease with minor gaps in efficiency.	Recognizes loops improve design but explanation or use is incomplete.	Shows minimal awareness of loops improving design speed or ease.	Does not recognize or use loops for efficiency in design.

Code Readability : Comments and Indentation	Code is well-commented and properly indented, making it easy for others to understand.	Code includes comments and indentation with minor inconsistencies.	Code has some comments and indentation but is sometimes unclear or inconsistent.	Code has few comments and poor indentation, making it difficult to read.	Code lacks comments and proper indentation, very difficult to understand.
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