Rubric for 3rd Grade Biomimicry Prototype Project: Sustainable Design Inspired by Rolly Pollies

Criteria	4 - Exceeds Expectations	3 - Meets Expectations	2 - Approaching Expectations	1 - Needs Improvement
Understanding of Biomimicry	Clearly describes why biomimicry is important to solve real-world problems or innovations.	Describes why biomimicry is important to solve real-world problems or innovations.	Provides a basic description of biomimicry.	Shows little or no understanding of biomimicry.
Application of SDG #12 (Responsible Consumption and Production)	Demonstrates a strong understanding and clear application of SDG #12 in the prototype, specifically relating to Guatemala's context and sustainability.	Shows understanding and application of SDG #12 in the prototype with some reference to Guatemala's context.	Shows limited understanding or vague connection to SDG #12 and Guatemala's context.	Does not demonstrate understanding or application of SDG #12 or Guatemala's context.
Prototype Design (Digital/Physical)	Designs a well-crafted prototype (digital, analog, or 3D printed) that clearly reflects rolly pollie characteristics and is thoughtfully sustainable.	Designs a complete prototype that reflects rolly pollie characteristics and shows sustainability efforts.	Prototype is incomplete or only somewhat reflects rolly pollie features and/or sustainability is unclear.	Prototype is missing, incomplete, or does not reflect rolly pollie characteristics or sustainability.

Presentation & Communication	Presents prototype clearly and confidently, explaining why it is a biomimicry invention and its sustainability with strong supporting details.	Presents prototype and explains why it is a biomimicry invention and sustainable with adequate detail.	Presentation is unclear or incomplete; explanation of biomimicry or sustainability is weak or missing details.	Presentation is missing or does not explain the biomimicry or sustainability aspects of the prototype.