

## Project Assessment Rubric

	<b>Unsatisfactory</b>	<b>Competent</b>	<b>Proficient</b>	<b>Distinguished</b>
<b>Project Content</b>	Project does not convey the required information or understanding.	Project shows some understanding of the subject.	Project reflects understanding of the subject.	Project reflects understanding and synthesis of the subject.
<b>Code Execution</b>	Program does not work, or has major flaws that prevent its intended use.	Program mostly works, and has only minor flaws.	Program works in the way the student intended.	Program is functional and refined, with extra features that exceed the requirements.
<b>Code Practice</b>	Program is difficult to read. Code contains lines that do not work or are out of order.	Program can be read and is in a logical order.	Program is well-organized, easy to read and understand.	Program is well-organized, makes good use of whitespace and comments. Variables have helpful names.
<b>Reflection</b>	Student cannot describe how their code works.	Student can mostly describe how their code works.	Student can describe how their code works and can make changes that have desired effects.	Student can describe how their code works and how they wrote it, and help others debug their code.
<b>Habits of mind</b>	Student is not aware of the goal of the program, is frequently off- task, does not offer their own ideas, and gives up when it is difficult.	Student is aware of the goal of the program, returns to the task when asked, has some ideas when prompted, asks for help when stuck.	Student understands the goal of the program, has their own ideas, rarely goes off-task, and attempts to solve problems first before asking for help.	Student embraces the goal of the program and chooses to try out new ideas and multiple solutions, even when they are challenging.