

ANCIENT CIVILIZATIONS GAME RUBRIC

	What Does It Look Like?		
Aspect	C+ I can do it occasionally (sometimes) I can do it with 1-on-1 help	B I can do it usually (most of the time) I can do with prompts (hints)	A I can do it consistently (all of the time) I can do it independently (on my own)
Container	<p>It might be a little confusing to tell what is inside my container just by looking at the outside</p> <p>The artwork on my container is done with some attention to detail</p>	<p>The container for my game clearly advertises its contents</p> <p>The artwork on my container is done with attention to detail</p>	<p>The container for my game is visually arresting, aesthetically pleasing, and it is easy to tell what my game is about</p> <p>The artwork on my container is done with precision and attention to detail</p>
Instructions	<p>My written instructions are mostly clear</p> <p>My written instructions contain some errors in conventions that interfere with meaning</p>	<p>My written instructions are easy to follow</p> <p>My written instructions are mostly free of errors in conventions</p>	<p>My written instructions make full use of diagrams and structure in order to clearly communicate how to play my game</p> <p>My written instructions were carefully proofread and are error-free</p>
Work Ethic/ Environment	<p>I sometimes needed prompts to stay on-task and not distract others</p> <p>I needed prompts to help clean-up</p> <p>Everyone for his- or herself!</p>	<p>I helped create a productive and efficient work space by staying on-task and using my class time well</p> <p>I consistently cleaned up after myself</p> <p>I usually demonstrated a respectful, inclusive, and positive attitude</p>	<p>I helped create a productive and efficient work space by staying on-task and using my class time well; and I helped others whenever I could</p> <p>I consistently cleaned up after myself and then helped others</p> <p>I actively helped create a respectful, inclusive, and positive atmosphere</p>

<p style="text-align: center;">Content</p>	<p>Some of the material components of my game seem a little random and/or look like they were rushed to completion</p> <p>I may have gotten a little carried away and forgot to center my game around my key question</p> <p>Playing my game provides a very general understanding of my Curricular Competency/ies and Content area(s)</p> <p>Once is enough to get everything my game has to offer</p> <p>My self-assessment was not that accurate – I was either too hard or too soft on myself</p> <p>I might have rushed a little</p>	<p>The material components of my game make sense given the subject of my game</p> <p>My game is well-suited to my key question</p> <p>My game fully explores my Curricular Competency/ies and Content area(s) in such a way that it provides players with a good general understanding of my topic</p> <p>You'll want to play my game more than once!</p> <p>My self-assessment was fairly accurate</p> <p>I took my time</p>	<p>The material components of my game were created with attention to detail and suit the content of my game</p> <p>Playing my game allows for a rich exploration of my key question</p> <p>My game explores my Curricular Competency/ies and Content area(s) in such a way that it allows for depth and complexity in the players' understanding of my topic</p> <p>My game is addictive, and repeated game-play allows players to deepen their understanding of my topic</p> <p>My self-assessment was accurate and honest (not too harsh, not too soft; just right)</p> <p>I took pride in my work</p>
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