

**PRODUCTIVITY DESIGN RUBRIC - "JUDGING CRITERIA" – ACTE**  
**Alabama Consortium for Technology in Education**

<b>PRODUCTIVITY DESIGN</b>	<b>MINIMAL</b>	<b>PARTIAL</b>	<b>MASTERY</b>	<b>RANK</b>
<p align="center"><b>DOCUMENTATION</b> 0 – 10</p> <p>Did student(s) include citations for sources &amp; permissions for non-student produced material?</p>	0 – 5  Little to none of the required documentation present.	6 – 9  Some or most of the required documentation present.	10  All required citations and permissions are present or none needed.	
<p align="center"><b>PROJECT COMPLETION</b> 0 – 15</p> <p>Did student(s) complete the entire project?</p>	0 – 5  Project is incomplete. Project barely works or does not work at all.	6- 10  Project functions but lacks certain features that would help it be fully functional.	11 – 15  Project displays all essential information completely and in depth.	
<p align="center"><b>CREATIVITY</b> 0 – 20</p> <p>Did student(s) use a higher level of creativity throughout the design process and presentation?</p>	0 – 7  Minimal levels of creativity shown in the project design and oral presentation.	8 – 14  Displays lower level of creativity in the design process and oral presentation.	15 – 20  High level of creativity throughout design and oral presentation. Unique, well planned and creative.	
<p align="center"><b>PURPOSE</b> 0 – 25</p> <p>Did all parts of the project work together for the intended purpose?</p>	0 – 9  Little to none of the elements of the design fit the purpose of the project.	10 - 17  Elements of the project are not cohesive.	18 – 25  Choice and use of software mastered. Layout logical and appealing. Design elements (graphics, fonts, colors, etc.) enhance project.	
<p align="center"><b>UNDERSTANDING</b> 0 – 30</p> <p>Did student(s) demonstrate a solid understanding of the software in development of the project?</p>	0 – 10  Student displays little to no understanding of the software used to create the project.	11 – 20  Some understanding of the software. Student used software that did not require an in-depth knowledge of productivity skills.	21 – 30  Student able to demonstrate all aspects of software. Mastery in choice and understanding of the software to enhance the project.	
<b>COMMENTS</b>			<b>TOTAL SCORE</b>	