Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ship-Trap Island Rubric**

Total Points: \_\_\_\_\_\_\_\_/120 = \_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Category | Points20-19 | Points18-16 | Points15-13 | Points 12-1 |
| Quality of Construction | The island shows considerable attention to construction. The items are carefully and securely attached. The items are neatlyconstructed. | The island shows attention to construction. All most all items are carefully and securely attached. Allmost all items are neatly constructed.  | The island shows some attention to construction. Many of the items arecarefully and securely attached. Many of the items are neatly constructed.  | The island is put together sloppily. Some items appear to be randomly placed. Pieces are not secure. It is evident time was not a priority in constructing the items. |
| Creativity | Several of the 3-D objects usedin the island reflect an exceptional degree of student creativity in creation. | Most of the objects used in theisland reflect student creativity. | At least half of items are made or customized by the student, but the ideas are typical rather than creative. | The student did not make any ofthe items on the island. |
| Number of Items | All ten items are accounted forand labeled on the island. | Eight of the ten items areaccounted for and labeled on the island. | Six of the ten items are accounted for and labeled on the island. | Five or less items are accounted for and labeled on the island. |
| Appearance of theProject | The project’s appearance is veryprofessional and polished without distractive elements. | The project’s appearance is professional and polished with oneor two distractive elements. | The project’s appearance is somewhat poor with some distractive elements. | The project’s appearance is quitepoor with many distractive elements. |
| Knowledge | The island demonstrates a thorough knowledge of the story“The Most Dangerous Game”. | The island demonstrates acceptable knowledge of the story “The Most Dangerous Game”. | The island demonstrates someknowledge of the story “The Most Dangerous Game”. | The island demonstrates very little knowledge of the story “The MostDangerous Game”. |
| Deadline | The project is completed ontime. | The project is completed but turned in 1 day late. | The project is completed but turned in 2 days late. | The project is incomplete and/orturned in 3 or more days late. |

Additional Comments: