

Interactive Artwork Student Rubric

Key Concept	Extensive Evidence	Convincing Evidence	Limited Evidence	No Evidence
Project Guide	The project guide is complete with each section described clearly. The artwork contains most elements from the project guide.	The project guide is complete, but some sections aren't clearly described. The artwork contains some of the elements from the project guide.	The project guide is incomplete or most sections aren't clearly described. The artwork contains a few of the elements from the project guide.	The project guide is not filled out or is unrelated to the artwork.
Sensors (See note below)	Your app uses at least one sensor. When interacting with the artwork, the sensor is easy to interact with.	Your app uses at least one sensor and it is coded correctly, but it works inconsistently or with difficulty when interacting with the artwork	Your app uses at least one sensor, but the coding does not work correctly or the sensor does not work at all as part of the artwork due to a design flaw.	Your app does not use a sensor
Outputs (See note below)	Your app uses at least one circuit playground output. When interacting with the artwork, the outputs are easy to see or hear.	Your app uses at least one circuit playground output and it is coded correctly, but it works inconsistently or is difficult to see or hear when interacting with the artwork	Your app uses at least one output, but the coding does not work correctly or you cannot see or hear the output at all when interacting with the artwork because of a design flaw	Your app does not use any outputs
Artwork Integration	The user must interact with the artwork to experience the full effect, and the Circuit Playground is integrated in a way that is clean and hides excess wires and materials	The user must interact with the artwork to experience the full effect, but the Circuit Playground integration is messy or excess wires and materials are visible	The user does not need to interact with the Circuit Playground in a meaningful way to experience the artwork, or the Circuit Playground is not integrated into the artwork and the entire device is visible	The artwork is not interactive

Sensors:

- Circuit Playground sensors are the sound sensor, light sensor, temperature sensor, and accelerometer. Your code may include `onBoardEvent` to interact with sensors, or may just use the sensor values.

Outputs

- Circuit Playground outputs are the 10 LED lights or the buzzer, using either the frequencies or notes.