Unit 6 Chapter 2 Project Student Rubric

Key Concept	Extensive Evidence	Convincing Evidence	Limited Evidence	No Evidence
Device Description	Your device description shows what the device does and how it will work. It is clear to the reader how the user would interact with the device.	Your device description generally shows how it will work. The reader may have a few minor questions about how a user would interact with the device.	Your device is described, but it may not be clear how it will work. The reader can understand the general purpose of the device, but may not understand how it will work.	There is no description of your device, or the description is so vague that the reader cannot understand what the device does or how it will work.
Functions	At least two functions are used. At least one function has a parameter that is called multiple times with different values.	At least two functions are used, but neither of them have a parameter or the parameter is always called with the same value	The program has only one function	There are no functions in your program
Inputs and Outputs (See note below)	Your program uses at least one input and one output. Your program is able to send information to and from the board as described in the project guide.	Your program uses at least one board input and one board output. Your program can send information to and from the board, but may have minor errors.	Your program uses at least one board input or output. Other inputs or outputs may be included, but do not work as described.	Your program does not use the board as described in the program guide.
Physical Prototype	Your physical prototype has been created as described in the project guide. It uses physical connections to function.	Your physical prototype has been mostly created as described in the project guide. It uses physical connections to function, but there may be minor bugs or missing pieces.	Your physical prototype has some characteristics as described in the project guide, but there may be major problems that prevent it from functioning properly.	Your physical prototype was not created, or it has no relationship to what was described in the project guide, or it has major problems that make it impossible to use.

Inputs:

- Screen inputs can be any element that a user clicks, selects, or types into. Examples are buttons, dropdowns, text inputs, and sliders. Your code may include *onEvent* or *getText* blocks to interact with screen inputs
- Circuit Playground inputs are buttons, the toggle switch, or the sensors and accelerometer. Your code may include *onBoardEvent* to interact with circuit playground inputs
- External inputs are wires connected to the pads in a circle on the edge of the circuit playground. The wires may touch directly for the event, or they may be connected to other materials that the user interacts with (for example, by connecting a paper clip between the two wires)

Outputs

- Screen outputs can be any element that displays information to the user. Examples are labels, screens, images, or sounds. Your code may include *setScreen*, *setText*, or *setProperty* to interact with screen output elements.
- Circuit Playground outputs are the small red LED, the ring of LEDs, or the buzzer.
- External outputs are LEDs connected to the pads in a circle on the edge of the circuit playground.