# AP Computer Science - Final Project (Rubrics)

## 

## Ongoing Documentation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 5 | 4 | 3 | 2 | 1 |
| **Discussion of daily activities and progress is thorough, with each day accounted for. Includes analysis of code written, gives examples from the project.** | **Discussion of daily activities and progress is adequate, with nearly all days accounted for. Code written is analyzed but no examples are given.** | **When present, discussion of daily activities and progress is adequate, Most days accounted for. Analysis of code written each day is surface-level.** | **Discussion of daily activities and progress is incomplete, with some days accounted for. Analysis of code written is surface-level.** | **Discussion of daily activities and progress is incomplete, with missing days and/or Analysis of code written is missing or incomplete.** |

## Program/Code

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **5** | **4** | **3** | **2** | **1** |
| **Fulfills all the requirements for the task. All components are met. Code functions without bugs.** | **Fulfills all the requirements but may have bugs. Or**  **Fulfills most of the requirements with no bugs.** | **Fulfills some requirements, but omits some as well. Functions with minor or minimal bugs.** | **Fulfills some requirements but buggy.** | **Does not fulfill requirements. Did not follow directions. Extremely buggy and/or major errors.** |

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## Dictionary of Terms

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **5** | **4** | **3** | **2** | **1** |
| **Concepts are explained clearly completely.**  **Useful comparison and contrast drawn between target language and Snap! equivalent.** | **Concepts are accurately described.**  **Snap! equivalent is identified without analysis.** | **Concepts are discussed incompletely. Similar code in Snap! is identified, but not a direct equivalent.** | **Concept are described inaccurately. Snap! equivalents are incorrectly identified** | **Concepts are misidentified. Snap! equivalents are missing or irrelevant.** |

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## Presentation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **4** | **3** | **2** | **1** |
| Text Content | Information is clear, concise, and displays a thorough understanding of the topic.  -All required information is included. | Information is accurate, but may be incomplete or excessive.  Some required information may be missing. | Information may have some inaccuracies or important points are missing. | Slides do not address the topic. |
| Media Content | Media content (images, audio, video, etc) is creative, engaging and enhances the content of each slide. | Media content (images, audio, video, etc) is included on most slides and connects directly to content of each slide. | Media content (images, audio, video, etc) is included on some slides and loosely connects to content of each slide. | Media content (images, audio, video, etc) is unrelated, distracting, or missing. |
| Organization | Presentation flows smoothly and logically.  Information is organized in a clear and easy to read manner (following Rule of Six). | Some information is not presented in a logical order, but is still generally easy to follow.   * OR -   Information on slides may be somewhat cluttered. | Information is not presented in a logical order, making it difficult to follow. | Information is confusing and nearly impossible to decipher. |
| Teamwork | All members shared equally in the process.  Each team member fulfilled appropriate roles. | All members were involved in the process.  Roles seem unclear. | Some members work more than others.  Communications are confused and unclear. | One or more members dominate the process, while others do little or no work.  Members argue and are unable to collaborate. |
| Visual Design | Effective use of Elements and Principles of Design creates an aesthetically pleasing presentation. | Some effort is made to use Elements of Design with mixed effect. | Principles of Design are mis-applied and may limit the overall effectiveness of the presentation. | Little to no attention is paid to Elements and Principles of Design. |