CS + Social Justice Grading Rubric

	Full Understanding	Developing Understanding	Approaching Understanding	Initiating Understanding	
	4	3	2	1	0
Interactive poster, story, or game PSA Program	Programs all aspects of the brainstorm and storyboard into a fully functional poster, story, or game that has user input and output, at least one variable, function, list, and conditional	Programs most aspects of the brainstorm and storyboard into a mostly functional poster, story, or game that has user input and output, at least one variable, function, list, and conditional	Programs some aspects of the brainstorm and storyboard into a somewhat functional poster, story, or game that has user input and output, at least one variable, function, list, or conditional	Does not program a functional poster, story, or game that has user input and output, at least one variable, function, list, and conditional	
Clear & connected Topic/ Message	Project topic/focus is clearly connected to the theme/issues presented in the Power On! text.	Project topic/focus is mostly clear and/or somewhat connected to the theme/issues presented in the Power On! text.	Project topic/focus is only partially clear and/or loosely connected to the theme/issues presented in the Power On! text.	Project topic/focus is unclear and/or not connected to the theme/issues presented in the Power On! text.	Z
Self-Reflection Document	Reflects on the purpose of their poster, story, or game, and is able to clearly explain how their knowledge of CS was used to create social action.	Reflects on the purpose of their poster, story, or game, and/or is able to mostly explain how their knowledge of CS was used to create social action.	Reflects on the purpose of their poster, story, or game, and/or is able to somewhat explain how their knowledge of CS was used to create social action.	Reflects on the purpose of their poster, story, or game, and/or is able to minimally explain how their knowledge of CS was used to create social action.	

Explanation	/
Presentation	

Student presentation includes all of the following:

- States the topic or theme chosen from Power On!
- 2. Fully describes the purpose of the project (message for the audience) and how it is accomplished.
- 3. Describes
 decisions made
 (sprites/backgrou
 nds/format, etc.),
 and challenges
 encountered.
- 4. Includes a question, directed to audience, for further consideration (about text or project).

Student presentation includes 3/4 of the following:

- 1. States the topic or theme chosen from Power On!
- 2. Fully describes the purpose of the project (message for the audience) and how it is accomplished.
- 3. Describes decisions made (sprites/backgrou nds/format, etc.), and challenges encountered.
- 4. Includes a question, directed to audience, for further consideration (about text or project).

Student presentation includes 2/4 of the following:

- 1. States the topic or theme chosen from Power On!
- 2. Fully describes the purpose of the project (message for the audience) and how it is accomplished.
- 3. Describes
 decisions made
 (sprites/backgroun
 ds/format, etc.),
 and challenges
 encountered.
- Includes a question, directed to audience, for further consideration (about text or project).

Student presentation includes 1/4 of the following:

- 1. States the topic or theme chosen from Power On!
- 2. Fully describes the purpose of the project (message for the audience) and how it is accomplished.
- 3. Describes
 decisions made
 (sprites/backgrou
 nds/format, etc.),
 and challenges
 encountered.
- 4. Includes a question, directed to audience, for further consideration (about text or project).

Peer Feedback

Provides respectful, constructive, and actionable feedback that is relevant to the code and purpose, that details glows and suggestions for growth, to at least 3 peers.

Provides feedback to 3 peers that meets most of the following criteria:

- respectful, constructive, and actionable
- relevant to the code and purpose
- details glows and suggestions for growth

Provides feedback to only 2 peers OR

provides feedback that does not meet some of the following criteria:

- respectful, constructive, and actionable
- relevant to the code and purpose
- details glows and suggestions for growth

Provides feedback to only 1 peer OR provides feedback that does not meet any of the following criteria:

- respectful, constructive, and actionable
- relevant to the code and purpose
- details glows and suggestions for growth