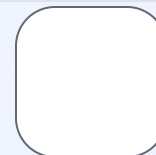# Academia Internacional David
Student Reflection on STEAM Project
Technology and Robotics
9th

Instructions:

Write a reflection about your STEAM project journey, including what you learned, challenges faced, problem-solving approaches, proudest achievements, and share/discuss with peers.

Name:

Date:

Teacher: Porfirio Rios

Grade: 9th grade

Date and Name: Complete Name and Date (short date) in the correct English format. **2 pts**	**Follows instructions:** The student follows the assignment guidelines and teacher's directions. **1 pt**
Content. 45 pts	**Punctuality and responsibility:** Brings necessary implements, works hard, focuses on his workshop and submits work in time. **2 pt**
	Total points. 50 pts.

CRITERIA	9	7	4
Content Knowledge	Demonstrates comprehensive understanding of the project's concepts and applications.	Shows good grasp of project concepts with minor gaps in knowledge or application.	Lacks clear understanding of key project concepts and their relevance.
Problem-Solving	Effectively identifies challenges, proposes solutions, and demonstrates adaptability throughout the project.	Identifies main problems but solutions may be partially developed or lack flexibility.	Struggles to identify problems clearly and relies on familiar approaches without adaptation.
Learning & Growth	Reflects deeply on personal learning journey, showcasing significant growth in STEAM skills and mindset.	Reflects on some aspects of learning but may overlook key areas or show limited self-awareness.	Minimal reflection on personal learning; struggles to identify areas for improvement.
Collaboration & Sharing	Actively participates in peer discussions, provides constructive feedback, and learns from others' insights.	Participates but may dominate or avoid sharing ideas, limiting collaborative growth.	Rarely engages in peer discussions; shows little interest in learning from classmates.
Final Reflection Quality	Craft a well-structured reflection that effectively communicates key learnings and personal growth.	Reflection is mostly coherent but may lack clarity or depth in connecting experiences to broader lessons.	Reflection is unclear, disorganized, or fails to connect project experiences with meaningful insights.