# Love Letters to Myself - Rubric

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| **Achievement Indicators** | 1 | 2 | 3 | Scale |
| **Variety and Creativity**   * How creative students are. * What elements did they add to make the story interactive and an enjoyable educational experience for the reader? * Writing is meaningful and personalized. | * Student is not creative in their interactive story. * Student did not add any codes to engage with reader. | * Student used some tools within Twine to be creative and add some depth. * Text is somewhat interactive. * Reader is somewhat engaged. | * Student used a variety of tools within Twine creatively to engage readers that adds greater depth and interactivity. * Text is interactive and integrated meaningfully. | 1 2 3 |
| **Organization/Connection**   * Clear connection between passages and links. * Represent and communicate ideas and findings in a variety of ways. * Hyperlinks and hidden passages make sense. * Students show understanding. | * Student is beginning to understand Twine, using minimal passage links. * The student created less than 5 passages or links. * Student did not produce complete sentences or paragraphs. * There is little to no connection between passages. | * Student wrote passages using full sentences. * Student uses many components in Twine and created more than 5 passages and links. * Student wrote complete sentences but only some connection between passages. | * Student creatively uses all elements of Twine, an interactive, informational writing piece and remained on topic throughout the whole piece. * The student created more than 10 passages and links. * Student writing is easy for the reader to follow. * All the passages are connected coherently. | 1 2 3 |
| **Writing**   * Includes an introduction and end page explaining the game. * Composed written pieces using appropriate, purposeful writing style for task given. * Understand elements of creative writing. * Student’s ability to use accurate grammar when writing interactive story. | * Student did not include an introduction/ending page to their story. * Student did not produce complete sentences or paragraphs. * Student did not use appropriate grammar, or the majority of the piece is unreadable. | * Student included an introduction and ending. * Student wrote passages in full sentences that used some appropriate grammar. * Story is easy to follow. * Student uses many components in Twine and create more than 5 passages and links. | * The student included a clear introduction with instructions on how to play the game. * An ending page is also included. * Student used appropriate and purposeful writing to tell their story. * Student used appropriate grammar throughout the whole interactive story and wrote more 10+ passages in depth. | 1 2 3 |
| **BONUS**   * Change background or text color into their Twine project. * Students can receive up to 3 points if they edit their CSS. | * Student did not use or unsuccessfully used the StyleSheet. | * Student experimented with CSS using the teacher's guide. * There are a few errors. | * Student successfully changed the background and text using the StyleSheet with no errors. | 1 2 3 |
| **Score** | | | | /9 |