Diorama Project Rubric

Student’s Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Cabin # \_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- | --- |
|  | **Above Proficient** | **Proficient** | **Developing** | **Emerging** | **Beginning** |
| **Accuracy of Representation** | Diorama’s setting includes key characteristics described in the text, details about the god or goddess; viewer knows what the setting is before being told. | Diorama’s setting is well represented, includes some details from the text, viewer somewhat knows which god or goddess it represents. | Diorama’s setting includes a few details from the text, it is a little difficult to tell which god or goddess the cabin belongs to. | Diorama’s setting includes little details from the text, matches up with their god or goddesses very little. | Diorama’s setting includes no details from the text and does not match up with their god or goddess. |
| **Creativity** | Diorama is original and interesting, captivates the viewer. | Diorama is mostly original and interesting to the viewer. | Diorama has some creative elements, made an attempt to be creative. | Surface attempt at being creative, some elements are little random. | Lacks creativity and/or original thinking. |
| **Neatness** | Very neat. | Mostly neat. | Somewhat neat. | Somewhat messy. | Mostly messy. |
| **Explanation / Presentation** | Student can describe their diorama and god or goddess fluently to the class, captures attention. | Student can describe their diorama and god or goddess to the class with some ease. | Student can describe their diorama and god or goddess with help from a cheat sheet. | Student can describe their diorama & god or goddess with a cheat sheet, lacks fluency. | Student cannot describe their diorama & god or goddess. |
| **Was the project handed in on time?** | Yes. | -- | -- | -- | No. |