

Sample Assessment Rubrics for Evo **Hide in Plain Sight**

Meeting the Objectives:

How well could each student understand, modify and run the programs?

1. The student was able to build the sample program on his/her own device with little or no assistance.
Excellent Satisfactory Improvement Needed
2. The student was able to modify the color of the Evo with little to no assistance.
Excellent Satisfactory Improvement Needed
3. The student was able to determine which lights would be used.
Excellent Satisfactory Improvement Needed
4. The student was able to accurately identify which part of the program controlled movement, color, proximity, etc.
Excellent Satisfactory Improvement Needed

Student Performance

How well did each student work within the group?

1. The student was cooperative in taking turns and playing fairly.
Excellent Satisfactory Improvement Needed
2. The student completed any assigned role as expected.
Excellent Satisfactory Improvement Needed
3. The student was able to assist others or resolve any questions if needed.
Excellent Satisfactory Improvement Needed
4. The student remained focused on the assignment and his/her group.
Excellent Satisfactory Improvement Needed

Creative Thinking (Bonus)

Was the student able to contribute a new idea or suggestion for the game? (write comment below)