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|  | **Above Mastery**  **4** | **Mastery**  **3** | **Near Mastery**  **2** | **Well Below Mastery**  **1** |
| **Completion** | Project was completed ahead of schedule with time for modifications | Project was completed by deadline | Project was unfinished; one more class period would be enough to complete. | Project was not started or had very little completed. |
| **Functionality** |  | All buttons needed to control game work. | Buttons are built but do not work or only some buttons work. | Controller is missing buttons, or none work. |
| **Functionality** | Controller can be used by a whole group, but also by just one person. | Controller can be used by a whole project group at once. | Controller can be used by multiple people at once, but not a whole project group. | Controller can only be used by 1 person at a time. |
| **Creativity** | Controller is a completely original idea that requires students to move in new ways. | Controller is unique and does not look like a traditional controller. | Controller is traditional, but an attempt was made to create a unique design. | Controller is built on a flat piece of cardboard. |
| **Collaboration** | Students were models of teamwork for other teams. Team was never off task and each member contributed high-quality ideas and work. | Team members spent the majority of the time working productively towards their goal. Socializing was kept to a minimum. | Team members spent some of their time working productively towards their goal. Some off-task behavior occurred. Work may not have been completed on time. | Students were not able to work productively together. Work was not completed. |