PROJECT #2 - POINTILLISM MUGS - RUBRIC FOR ASSESSMENT (BISQUE ONLY - BEFORE GLAZING)

Name:	Class Period/Day:	Date:

Self-Assessment: Please, circle the box for *each* category of your rubric, based on how it reflects your work:

Teacher Assessment: Ms. Bongiorno will highlight the areas in which your work falls:

Category	Excellent 50 Points	Good 40 Points	OK 30 Points	Needs Improvement 20 - 0 Points
Art	Mug is neat/ well-crafted all over,	Mug is neat/well-crafted in most	Mug has some poor craftsmanship,	Mug has poor craftsmanship in most
Production	with strong connections that are	areas of the mug, with relatively	with some <u>weaker</u> connections. <u>Few</u>	areas, with <u>weak</u> connections. <u>No</u>
	always slipped and scored. All	strong connections that are mostly	unintentional marks have been	unintentional marks have been
	unintentional marks, roughness, and	slipped and scored. <u>Most</u>	smoothed, and bumpiness and	smoothed, and bumpiness and
	jagged edges are smoothed. Student	unintentional marks, roughness, and	roughness can be seen. Student	roughness can be seen <u>all over</u> .
	showed advanced, challenging	jagged edges are smoothed. Student	attempted <u>average</u> construction and	Student attempted <u>basic</u>
	construction and design with a	attempted advanced, challenging	design,	construction and design, with a
	complex handle and/or feet.	construction and design with a complex handle.	with a <u>typical handle</u> .	<u>typical handle</u> .
Creative	Imaginative thought was used to	Some imagination was used to	<u>Little</u> imagination was used to create	No imagination was used to create a
Thinking	create a new handle design, entirely	create a <u>somewhat</u> unique handle	a generic handle design, which is	<u>plain</u> handle design, which is <u>a copy</u>
	different from sample artwork or	design, <u>different</u> from sample	similar to sample artwork or other	<u>of</u> sample artwork or other
	classmates'. Handle design shows	artwork or other classmates'.	classmates'. Handle design is	classmates. Handle design is
	unique relationship with proposed	Handle design is somewhat <u>related</u>	random, and is <u>unrelated</u> to	random, and is unrelated to
	glazing design.	to proposed glazing design.	proposed glaze design.	proposed glaze design.
Classroom	<u>Always</u> cleaned up after <u>all</u>	<u>Usually</u> cleaned up after most	Rarely cleaned up after any	Never cleaned up after any
Citizenship	materials, and offered to help	materials, and offered to help	materials, and offered to help	materials, or offered to help others.
	others. <u>Never</u> distracted others, or	others. <u>Rarely</u> distracted others, or	others. <u>Usually</u> distracted others, or	Regularly distracted others, or
	damaged another's artwork.	damaged another's artwork.	damaged another's artwork.	damaged another's artwork. Rarely
	Respectfully listened to demos, and	<u>Listened</u> to demos, and other	Occasionally listened to demos, and	<u>listened</u> to demos, or other
	other students. Wrote <u>name and</u>	students. Wrote <u>name and period</u>	other students. Wrote <u>either name</u>	students. Wrote <u>neither name NOR</u>
	<u>period</u> on the bottom of the piece.	on the bottom of the piece.	OR period on the bottom of the piece.	period on the bottom of the piece.
Self-	Always showed active involvement	<u>Usually</u> showed active involvement	Sometimes showed active	Never showed active involvement in
Directed	throughout the project,	throughout the project,	involvement in the project,	the project, <u>avoiding</u>
Learning	working/cleaning until the end of	working/cleaning most of the class	working/cleaning some of the class	working/cleaning. <u>Usually</u> sat or
Learning	the class period. Never sat or stood	period. <u>Sometime</u> s sat or stood idle.	period. <u>Usually</u> sat or stood idle.	stood idle. Rarely used class for art
	idle. Committed every class to art	<u>Typically</u> used class for art	Rarely used class for art production.	production.
	production.	production.		

Additional Teacher Comments:

Total: _____ / 50