

Tackling Social Justice Issues: Addressing Real-World Issues

Unit Maker Activity Assessment Rubric (Group)

Name: _____

Creativity and Innovation			
	Developing (Moving towards Expectations) – Anecdotal	Proficient (Meets Expectations)	Extending (Exceeds Expectations) – Anecdotal
Defining the creative challenge		Understands the purpose driving the innovation (who needs this and why?) and develops insight about the particular needs and interests of the end user	
Identifying sources of information		In addition to using typical sources of information (i.e., articles, internet, books), finds unusual ways or places to get information including experts, community members, businesses or organizations, and cultural groups to ensure authenticity, representation, sensitivity.	
Generating and Selecting Ideas		Uses multiple techniques to generate a wide variety of project ideas, carefully evaluate ideas, asks new and critical questions and takes new perspectives when elaborating and improving the ideas, uses ingenuity and imagination, seeks out and uses feedback to critique and improve project	
Technical Skills		Demonstrates good technical skills, effectively using various tools and materials.	
Final Product		The final product is of good quality, meeting most of the project's objectives.	

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Presenting Work		Presentation of work is engaging, appropriate to the topic, and shows individuality, information is clearly conveyed, accessible across a variety of multimodal forums, and is inclusive to all	
Critical Thinking and Problem Solving			
Analyzing the Driving Question and Inquiry Process		Demonstrates deep understanding of the driving question (big idea) by identifying the detail and considerations of alternative perspectives using EDIDA frameworks, asks follow up and prompting questions to stimulate thinking	
Gathering and Evaluating Information		Integrates relevant and sufficient information to address the driving question. The information is targeted and from a variety of sources. Thoroughly assesses the quality of the information, including source type, usefulness, accuracy, timeliness, inclusivity, and representative	
Developing Solutions		Is able to develop original solutions to problems and uses existing knowledge and new research to create original, innovative solutions through project	

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Self-Regulation and Responsibility		<p>Is prepared and ready to work, informed on project and cites evidence to probe and reflect on new ideas with other makers. Consistently uses tools to effectively communicate and manage tasks. Completes tasks on time and without reminders. Uses feedback from others to improve work.</p>	
Collaboration		<p>Helps the team solve problems and resolve/manage conflicts. Gives useful feedback (specific, feasible, supportive) to others so that they can improve their work.</p> <p>How the learner critically enhanced the thinking of the group. Makes discussions effective by clearly expressing ideas, asking probing questions, making sure everyone is heard and responding thoughtfully to new information and perspectives.</p>	
Respect for others, spaces, and materials		<p>Respects the space and materials in which, and with which they work. Makes authentic connections between the space, materials, resources, and land.</p>	

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Dealing with adversity when things do not go as planned (innovative problem solving)		When presented with a challenge has a maker mindset and is able to see opportunity to develop new approaches and connections to solutions. Can develop multiple approaches when the first doesn't work. Fails positively and demonstrates a growth mindset.	
Documentation		Documents work in progress using a variety of techniques, including written steps, drawings, pictures, videos, reflective stances, connections. Is able to articulate their thinking and learning in multiple ways and connect to content.	
Communication		Shares and communicates making and documentation for an intended audience. Creates compelling content using multimodal means and communicates the design process and iterations to the finished product in effective ways.	

Adapted from [Makerspace Assessment](#)

Additional Comments: