

PPP with NGSS rubric

	4. Exceeding Standard	3. Standard Met	2. Approaching Standard	1. Standard Not Met
<p>Collaboration.1 - Collaboration Work effectively, flexibly, and respectfully with others. Value individual contributions and make compromises. Share responsibility.</p> <p>21st Century Skill</p>	<p>Helped the whole team to work effectively, flexibly, and respectfully with each other. Valued and encouraged individual contributions. Made compromises. Shared and helped monitor responsibility.</p>	<p>Worked effectively, flexibly, and respectfully with others. Valued individual contributions and made compromises. Shared responsibility.</p>	<p>Worked effectively and respectfully with most others. Listened individual contributions and sometimes made compromises. Shared some responsibility.</p>	<p>Only worked well with certain teams. Sometimes didn't support others or make compromises. Team didn't share responsibility.</p>
<p>Communication.1.A - Communication Communicate ideas effectively.</p> <p>21st Century Skill</p>	<p>Communicated ideas in a clear, engaging, and memorable way. Supported ideas with relevant examples or facts.</p>	<p>Communicated ideas in a clear and understandable way. Supported ideas with examples or facts.</p>	<p>Communicated ideas in a mostly clear and understandable way.</p>	<p>Communication was sometimes distracting, off-topic, or not clear.</p>
<p>Communication.1.C - Communication Communicate effectively using technology or media.</p> <p>21st Century Skill</p>	<p>Communicated effectively using technology or media to enhance the appeal, intention, and message of the presentation.</p>	<p>Communicated effectively using appropriate technology or media.</p>	<p>Used technology or media to present information. Presentation was somewhat clear.</p>	<p>Struggled to use technology or media to support a presentation.</p>
<p>Communication.1.D - Communication Communicate effectively for different purposes (e.g., inform, entertain, motivate, support an argument, etc.).</p> <p>21st Century Skill</p>	<p>Communicated for multiple purposes. Each time was highly effective and engaging.</p>	<p>Communicated effectively for different purposes (e.g., inform, entertain, motivate, support an argument, etc.).</p>	<p>Communicated for different purposes. Communication was mostly clear.</p>	<p>Did not communicate for different purposes OR was did not communicate clearly.</p>

<p>Creativity.1 - Creativity Generate and express new ideas. Fail and learn from failures. Seek feedback on ideas. Take action on new ideas.</p> <p>21st Century Skill</p>	<p>Generated and expressed innovative ideas. Failed and used previous attempts to improve later attempts. Sought and implemented feedback on ideas. Took action on new ideas, seeing an idea to completion.</p>	<p>Generated and expressed new ideas. Failed and learned from failures. Sought feedback on ideas. Took action on new ideas.</p>	<p>Generated new ideas. Failed and continued trying. Received feedback on ideas. Started taking action on new ideas.</p>	<p>Generated new ideas. Struggled to continue after an unsuccessful attempt. Reluctant to hear feedback on ideas. Struggled to put new ideas into action.</p>
<p>NGSS.Practice.1.6-8.D - Science and Engineering Practices Ask questions to clarify and/or refine a model, an explanation, or an engineering problem.</p>	<p>Asked questions to clarify and refine a model, an explanation, or an engineering problem. Reflected on the quality of the question in helping clarify and refine a model, explanation, or engineering problem.</p>	<p>Asked questions to clarify and/or refine a model, an explanation, or an engineering problem.</p>	<p>Asked clarifying questions.</p>	<p>Identified clarifying questions.</p>
<p>NGSS.Practice.1.6-8.H - Science and Engineering Practices Define a design problem that can be solved through the development of an object, tool, process or system and includes multiple criteria and constraints, including scientific knowledge that may limit possible solutions.</p>	<p>Defined a design problem that involves the development of a process or system with interacting components and criteria and constraints that may include social, technical, and/or environmental considerations.</p>	<p>Defined a design problem that can be solved through the development of an object, tool, process or system and includes multiple criteria and constraints, including scientific knowledge that may limit possible solutions.</p>	<p>Defined a simple design problem that can be solved through the development of an object, tool, process, or system and includes several criteria for success and constraints on materials, time, or cost.</p>	<p>Defined a simple problem that can be solved through the development of a new or improved object or tool.</p>