

AP Computer Science Principles Final Project Rubric

Students in group: _____

	Approaches(0,1 or 2)	Meets(3 or 4 out of 6)	Exceeds (6/6)
Project Development	<input type="checkbox"/> Student doesn't use a plan, or develops a program quickly without ever revising it <input type="checkbox"/> No clear purpose or organization <input type="checkbox"/> Did not use time well	<input type="checkbox"/> Student creates a plan for their project in advance <input type="checkbox"/> Project has a clear purpose or driving idea <input type="checkbox"/> Student makes good use of time	<input type="checkbox"/> Student revises original plan based on feedback from others or as the project goes on <input type="checkbox"/> Project uses advanced ideas and concepts not discussed in class
Programming	<input type="checkbox"/> Numerous bugs are present preventing the project from working as intended <input type="checkbox"/> Code is seemingly random or hard to understand.	Project works as expected and makes correct use of: <input type="checkbox"/> Sequencing <input type="checkbox"/> Loops (Artist) <input type="checkbox"/> Events (Sprite Lab) <input type="checkbox"/> May have a couple bugs	Project works as expected plus makes correct use of: <input type="checkbox"/> Variables <input type="checkbox"/> For Loops (Artist) <input type="checkbox"/> Events (Sprite Lab) <input type="checkbox"/> Behavior Editing (Sprite Lab) <input type="checkbox"/> Completely free of bugs <input type="checkbox"/> Uses at least one Procedure (Game or Sprite Lab)
Problem Solving	<input type="checkbox"/> Student relies primarily on the teacher or classmates when challenged	<input type="checkbox"/> Student uses strategies to work through problems.	<input type="checkbox"/> Student works with classmates to help them solve their own problems in a supportive way.
Persistence	<input type="checkbox"/> Student lacks strategies to persist through challenges	<input type="checkbox"/> Student demonstrates ability to iterate and improve partial solutions	<input type="checkbox"/> Student continues working towards solutions in spite of setbacks
Creativity	<input type="checkbox"/> Student puts in minimal or no effort towards developing an idea	<input type="checkbox"/> Student incorporates own interests or ideas into their work	<input type="checkbox"/> Student experiments with new ideas and consider multiple possible approaches
Collaboration	<input type="checkbox"/> Student is not willing to work with others or accept feedback	<input type="checkbox"/> Student exchanges ideas with peers	<input type="checkbox"/> Student actively contributes to the success of a group project
Communication	<input type="checkbox"/> Planning guide is incomplete or hard to follow <input type="checkbox"/> Student has trouble explaining how their project works	<input type="checkbox"/> Planning guide answers are clear and easy to understand <input type="checkbox"/> Student communicates ideas about how the project came together in a presentation	<input type="checkbox"/> Planning guide fully articulates how the project will be programmed <input type="checkbox"/> Student clearly articulates all parts of their program during presentation and answers questions well <input type="checkbox"/> Each Event, or Function has a comment

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			<input type="checkbox"/> Project includes any necessary citations
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