

# Project Rubric

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<b>Opportunities for Growth</b> <i>Things you can do better next time</i>	<b>Criteria</b> <i>Learning Objectives</i>	<b>Strengths</b> <i>Evidence of exceeding objectives</i>
	<p><b>Artists Create Original Art</b></p> <ul style="list-style-type: none"> <li>-think creatively</li> <li>-develop original ideas</li> <li>-envision ideas and think of steps for creating the piece.</li> </ul> <p><i>I can create art with ideas that are original and creative.</i></p>	<p>I chose to do my own style of the audi because I wanted it to be my own car model. So it is a new car that isn't on the market yet. I made the car with my designs and making a car with the best performance in it's class. With style that will stand out while giving you a great driving experience.</p>
	<p><b>Artists Communicate Through Their Work</b></p> <ul style="list-style-type: none"> <li>-learn to create work that convey an idea, feeling, or personal meaning</li> <li>-adding depth of meaning</li> <li>-using elements and principles of design to convey your idea</li> </ul> <p><i>I can create work that has a message accessible to the viewer.</i></p>	<p>My message is to show the sport of this car. Give my audience a scene of my new car in the series. Using designs and advertisement to promote my car, so it goes on the market. Showing the high grade performance my car has in its field.</p>
	<p><b>Artists Develop Art-making Skills</b></p> <ul style="list-style-type: none"> <li>-learn new techniques and processes</li> <li>-explore media</li> <li>-gain skills with a familiar material</li> <li>-learn practices of an art form</li> </ul> <p><i>I can develop new skills successfully.</i></p>	<p>I usually don't draw cars and their designs. This project I decided that it would actually be interesting to draw my own car. Give it a logo that I made for my car. Figured out the plan of my car by researching car companies that I liked. Having a similar style and build, adding new</p>

		features to the car's manufacture.
	<p><b>Artists Make Connections</b></p> <ul style="list-style-type: none"> <li>-Learning to take up subjects of personal interest in the art world</li> <li>-Synthesize and relate knowledge and personal experiences to make art.</li> <li>-Relate artistic ideas and works with societal, cultural and historical context to deepen understanding</li> </ul> <p><i>I can take inspiration for artmaking from personal, historical or global sources</i></p>	Looking at famous car companies, it gave me ideas on what type of car I should make. The sports class interested me to make a audi styled car. I saw images of the car brand to get the layout of the car. To make the car look good and be a super sport car. Finding ideas of the plan of my car.
	<p><b>Artists Solve Problems</b></p> <ul style="list-style-type: none"> <li>-Learning to try multiple solutions</li> <li>-Learning to use mistakes as learning opportunities</li> <li>-Using feedback to make changes</li> </ul> <p><i>I can solve problems independently</i></p>	If I saw that my car wasn't looking up on the chart. I made some changes to the sketch of my car to give it a nice look. It had to look sport, but have the luxury class feel I want. Manufacturing of the car is something that is important in the concept of the car. I made my own thoughts of how to make the car for the project.
I tried to stay on certain course for the project. One that was going to work the best for me, something that I knew about. I went with the design of cars because I knew it would be an exciting category. It would be a subject that is interesting to me. This project for the design of cars I chose was cool because I designed my own car model and logo.	<p><b>Artists Take Risks and Grow</b></p> <ul style="list-style-type: none"> <li>-Learning to reach beyond one's supposed limitations</li> <li>-Learning to embrace the opportunity to learn from mistakes and accidents</li> <li>-Experimenting with new media</li> </ul> <p><i>I can choose options where the outcome is unsure</i></p>	

<p>I gave some feedback about what other people chose for their projects. Mostly, I focused on the plan I chose for the project. Figuring out and working on the choice that I picked for this project plan. I focused on what I would draw for the design of cars. Worked on the plan for the advertisement of my new car brand.</p>	<p><b>Artists Collaborate</b></p> <ul style="list-style-type: none"> <li>- Giving feedback to peers</li> <li>-Teaching or helping other students</li> <li>- Critique</li> <li>- Share ideas and knowledge</li> </ul> <p><i>I can actively collaborate</i></p>	
	<p><b>Artists are Productive and Accountable</b></p> <ul style="list-style-type: none"> <li>-Artists use their time productively</li> <li>-Artists manage their deadlines</li> </ul> <p><i>I can use time in class wisely and use out of class opportunities once I start to get behind</i></p>	<p>In class I figured out most of the ideas for the whole project. Finding car companies that were interesting, sketching out my car, making a logo, and advertisement techniques. I managed my time on this project by staying on task doing the right thing. Finishing the new car I am making. Doing all the things I need to get done with the project.</p>

Score:

<b>4.0</b>	<b>3.75</b>	<b>3.5</b>	<b>3.25</b>	<b>3.0</b>	<b>2.75</b>	<b>2.5</b>	<b>2.25</b>	<b>2.0</b>	<b>1.75</b>	<b>1.5</b>	<b>1.25</b>	<b>1.0</b>
100	97	94	91	88	85	82	78	75	68	62	55	50