Sample Assessment Rubric

Introduction

Development of rubrics as a template for identifying performance criteria has been shown to increase student achievement. A typical rubric clearly denotes each category to be evaluated and provides specific, required criteria for defining excellence, proficiency, and below-proficiency levels of performance. The sample rubrics for each chapter are intended to serve as guidelines. It should be understood that assessment is more effective when students and teachers tailor it to fit their needs. You are encouraged to work with your colleagues and especially with students to customize the rubric and the criteria. Decisions should be made together with respect to the curricular goals of the project within the particular context. For example, a class may choose to add one requirement in lieu of another, or to change the relative weighting of categories. It is helpful to remember the following recommendations:

1. Assessment should directly address the goals of the *Chapter Challenge*.

Attention has been paid to the suggested rubrics in addressing the goals of the chapter, and the *Physics You Learned* section should serve as a guide for students and teachers working with the challenge. You may choose to make changes to the rubric in order to emphasize goals important to their context.

2. Students should participate in the assessment of their own performance.

Students submit their rubric along with the grade they have given themselves. This not only encourages students to take ownership of the project, but it becomes a useful assessment tool for the teacher. If a student earns a "C" and gives himself or herself a "C," the conversation is very different than if a student were to earn a "C" and give himself or herself an "A." The question you might have for the first student is, "Why didn't you choose to do more?" while you might need to review the criteria with the second student and help understand what it takes to get an "A." After the teacher has graded the assignment, students have an opportunity to revise their work, and resubmit it for the "revision" grade. Emphasis should be placed not only on the finished project, but on progress with the rubric during revision.

3. Assessment should begin from a foundation of a proficient level of performance, providing ladders for students to achieve higher orders of thinking.

Finally, the rubric is built from a foundation of proficiency (meets standards). An analogy for this level is that in the real world there is a minimum acceptable standard for performance. A CD must play without skipping, and a shirt must have all of its buttons. Anything less, is substandard. This rubric works the same way. To get a "C" or better, the work must meet all the standards, and fall into the "proficient" category. Work not meeting all standards must be revised and resubmitted. Beyond proficiency, students can do work which shows mastery and may therefore earn a "good" or "excellent" rating (a "B" or an "A"). The scoring column of the rubric includes suggested point ranges for each level of mastery.

For further discussion, see: "Assessment of Laboratory Investigations," Eisenkraft, Arthur and Anthes-Washburn, Matthew. "Assessment: Research and Practical Approaches," eds. Coffey, Douglas and Stearns. NSTA Press 2008.

Guide to the Sample Assessment Rubric

Assessment via this rubric will assign students to one of three major groups:

Excellent: Work meets all standards and demonstrates extensive evidence of mastery.

Good: Work meets all standards and demonstrates moderate evidence of mastery.

Proficient: Work meets standards without further evidence of mastery.

Please note that these groups are written at the top of the rubric page as a reminder to students.

In the table, there are three main groups of criteria— Mastery, Meets Standards, and Interventions. A student or team of students should achieve all of the criteria in order to satisfactorily complete the project. Anything less than this will require that the student make another attempt using the Interventions listed in the last column. This is the foundation, or floor of expectations. As teachers, we have to beware that our floor of expectations does not become a ceiling for some students.

- 1. In the first column, there are suggestions for demonstrating mastery. Completing one or more of these may raise a student or team from Proficient to Good or Excellent.
- 2. In the second column, the criteria to meet the standards for the assignment are listed.
- 3. Some students may have trouble meeting the standards in the Meeting Standards column. The last column provides Interventions, or suggestions for how a student might meet the requirements of the project.
- 4. In the Scoring column, students submit their own grade, and you respond with a grade and feedback. Students receive a final grade after a revision is submitted. The range of scores for Excellent, Good, and Proficient allows you to assign points that match a student or team's demonstrated mastery. Thus, a student who barely meets standards can receive a different score than one who shows a higher level of mastery.

Implementing the Sample Assessment Rubric

- Modify the rubric with discussions from students.
- Hand out the rubric.
- Review the rubric so that you are confident that students understand each component.
- Have students complete the Scoring column for their work in the chapter by placing checks in each of the boxes. Have students assign themselves a point value for each component.
- Have students total their score for the rubric.
- Collect the student self-appraisal of their work.
- Use the rubric to grade the student work.
- Grade students' work after you and the student agree on the grade. Encourage the student to improve their work for the next chapter. If you and a student disagree, have an appropriate conversation with the student about his or her work and how it could be improved.

The *Sample Assessment Rubric* on the following page is provided as a Blackline Master on your *Teacher Resources* CD.



Sample Assessment Rubric			
Mastery (Students may show mastery through these or other ideas provided by students and teachers.)	Meets Standards	Scoring (To be discussed by students and teacher)	Interventions (Guiding questions and instructions for students falling short of the Standards)
 Research and communicate additional concepts beyond those presented in the chapter. Communicate the meaning of a model of the atom in a unique way. 	 Quality of Exhibit and Written Explanations Communicate the features and structure of the atom by presenting and contrasting models along with the evidence collected to support them. Use physics terminology and equations where appropriate. Explain concepts in a way that the visitor might be able to understand. Make estimates of the magnitude of physical quantities and analogies that relate them to numbers people might understand more easily. 	Maximum: 50 Points *Excellent: 45–50 Good: 40–44 Proficient: 35–39 Student Self Grade: Teacher Grade: Revision:	 Communicate the size and scale of the parts of an atom. Provide information on how and atom is held together. Explain the role of models in developing and understanding an atom. Show visitors the strengths and weaknesses of various atomic models. Educate visitors about the importance of indirect methods of measurement that scientists use to collect evidence about an atom.
 Give the visitor the opportunity to "be the scientist" and carry out example experiments on atoms. Use analogies that may help visitors understand the nature of the atom in everyday terms. Give the visitor the opportunity to experience something that relates to the nature of an atom. 	 2. Entertainment Value Capture visitors' attention in 30 s. Make the exhibit interactive (not just reading). Convey information to the reader in a manner that is easy to understand. 	Maximum: 30 Points *Excellent: 27–30 Good: 24–26 Proficient: 21–23 Student Self Grade: Teacher Grade: Revision:	 What kinds of visuals or activities draw you in when you visit a museum? How can you make the information about the atom interactive?
• Integrate the museum store item into the exhibit itself.	 3. Item for Museum Store Design an item for the museum store that is fun and will generate interest in the exhibit. 	Maximum: 20 Points *Excellent: 18–20 Good: 16–17 Proficient: 14–15 Student Self Grade: Teacher Grade: Revision:	• Think of favorite toys from when you were younger. What made them exciting?
		TOTAL: *Excellent: 90–100 Good: 80–89 Proficient: 70-79	

* Excellent: Work meets all standards and demonstrates extensive evidence of mastery. Good: Work meets all standards and demonstrates moderate evidence of mastery. Proficient: Work meets standards without further evidence of mastery.