Grade 6 Science

ADST Module:
Extreme Environments

Student Self-assessment Rubrics

Student Rubric: Concept Generation and Designing

Name _____

	This is not easy	I need a little help	This is easy
I can empathize with potential users to find issues and uncover needs.			
I can identify key features that are important to the potential users.			
I can share my ideas and build on other people's ideas to develop a strong solution to the problem.			
I can design a solution to the problem that meets the criteria.			
I can identify criteria for success and any constraints.			
I can select the strongest ideas based on the criteria provided.			

Student Rubric: Prototyping

Name _____

	This is not easy	I need a little help	This is easy
I can develop a plan that identifies key stages and resources.			
I can explore and test a variety of materials for effective use.			
I can listen actively and share my ideas to improve concepts and prototypes.			
I can redesign the concept/prototype to improve it or abandon a design and develop a new solution when the original design concept doesn't work.			
I can record changes made to the design concept while prototyping.			
I can construct a first version of the product or a prototype, as appropriate, making changes to tools, materials, and procedures as needed.			

Student Rubric: Testing and Manufacturing

Name _____

	This is not easy	I need a little help	This is easy
I can test the first version of the prototype.			
I can gather peer feedback and inspiration.			
I can make changes, troubleshoot, and test again.			
I can identify and use appropriate tools, technologies, and materials for production.			
I can make a plan for production that includes key stages, and carry it out, making changes as needed.			
I can use materials in ways that minimize waste.			

Student Rubric: Sharing

Name _____

	This is not easy	I need a little help	This is easy
I can demonstrate a product.			
I can explain my process, using appropriate terminology, and provide reasons for my selected solution and modifications.			
I can identify how my product contributes to the individual, family, community, and/or environment.			
I can reflect on my design thinking and processes.			