

Design Project Rubric

Student Name:



	Emerging (Teacher Notes)	Expectation	Extending (Teacher Notes)
Empathize with potential users to find issues and uncover needs and potential design opportunities.		During learning activities, you were able to identify an issue in your community.	
Choose an appropriate design opportunity and an idea to pursue.		Through prototyping you chose an appropriate opportunity to pursue.	
Evaluate personal, social, and environmental impacts and ethical considerations.		You considered personal, social, and environmental issues related to EDIDA in your community.	
Develop a plan that identifies key stages and resources.		You used a design thinking approach to plan your activities.	
Identify and use appropriate tools, technologies, and materials for production.		You created artifacts using the tools, technologies, and materials best for the task.	
Decide on how and with whom to share their product.		You determined who in your community your artifact would be best suited to help.	
Explore and describe how personal identities adapt and change in different settings and situations.		You described the different identities and needs of community members.	
Explore strategies for promoting the health and well-being of the community.		You were able to identify things in your community that help you stay healthy and happy throughout the Padlet activities.	

Name:

Student Self-Reflection Sheet

Critical Thinking

List the different challenges you had to overcome to make your design work. What things did you have to change in your design?

What would you do differently next time?

Creative Thinking

List any innovations, or design ideas that your group created or shared with others.

Personal and Social

Describe how your team was able to work effectively together. How did you share ideas? How did you each play a different role in designing your project?