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| **Beautiful Music for Ugly Children: The Game**Teacher Name: **Mr. Kopping** Student Name:     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  |

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| CATEGORY  | **exceeds standards/expectation**  | **meets standards/expectations**  | **meets some standards/expectation**  | **fails to meet standards/expectations**  |
| **story representation**  | Game is a complete representation of the novel and its events and characters.  | Game has many aspects from the novel, but leaves out a couple of key scenes or characters.  | Game has some aspects from the novel, but is missing many events and characters from the novel.  | Game does not represent the story from the novel.  |
| **directions**  | Directions are complete. Anyone can read them and play the game with no difficulty.  | directions are complete, but are missing one or two elements that could cause confusion when playing  | There are directions, but they are vague in their instruction. Players would have trouble following the game.  | Directions are incomplete, or absent from the game entirely, or directions are a carbon copy of template game.  |
| **game design**  | Game is well designed. Board and pieces are all finished and ready to play.  | Game is well designed, but there are a couple of pieces missing or incomplete.  | There is some design done, but the board is incomplete, or missing many of the pieces needed to play.  | Game board is incomplete and there are many missing pieces. Game cannot be played as is.  |
| **rationale**  | Student completed rationale fully conveying the choices made in creating the game.  | Student wrote a rationale, but not all game creating decisions are addressed in writing.  |    | Student did not write a rationale for their game.  |
| **punctuality**  |    | All materials are complete and turned in on time.  | All materials are complete, but turned in late.  | materials are not complete, or game not turned in at all  |
| **story playability**  | Game is a playable version of the novel. Allows the player to learn about the novel by playing the game.  |    | Game is playable, but the story is not represented. It can be difficult to learn about the novel by playing the game.  | Game is confusing as a story. Seems like a series of unconnected events. Game does not help in learning about the novel.  |