CS4GA App and Design Challenge Grading Rubric

School District: _____

Grade Band: _____

Registration Number: _____

	Missing	Developing	Proficient	Distinguished	Points Earned
WRITTEN RESPONSE					
	0	1	2	3	
Basics: **Response is typed, double-spaced, 12-point font. Does not exceed 750 words and includes:** **Title of the App, coding language used (HTML not considered) and app's purpose explained in one sentence.**	Missing	Title, coding language and/or purpose not stated and/or formatting not as specified.	Title, coding language and purpose stated. Formatting as specified, but the purpose unclear.	Title, coding language and purpose clearly stated. Formatting as specified.	
	0	1 - 3	4 - 7	8 - 9	
Short Description: **Describe what the app is trying to accomplish and why.**	Missing	Description of the app lacks clarity. Information is wordy and unorganized.	App is clearly described. Information is generally organized.	Detailed and clear description of the app is provided. Information is succinct and well-organized.	
	0	1 - 3	4 - 7	8 - 9	
Difficulty / Resolution: **Description of a technical/coding difficulty faced in programming the app and explanation of the coding solution/resolution.**	Missing	Difficulty identified, but no resolution was given.	Difficulty and resolution identified, but not fully described.	Detailed and clear description of the coding difficulty and resolution.	
	0	1 -3	4 - 7	8 - 9	
Future Improvements: **Description of what improvements student(s) would make to the next version (2.0) of the app.**	Missing	Improvements identified. No description. Identified features of questionable value.	Future improvements identified but not described in detail. Features identified are useful.	Detailed and clear description of improvements for the next version. Features described are useful.	
WRITTEN RESPONSE TOTAL POINTS EARNED					/ 30
VIDEO PRESENTATION					
	0	1 - 6	7-14	15-21	
Video: **Create a 1-2 minute video showcasing what the app does and how it works.**	Missing	Video quality is poor enough to affect viewing. App is not displayed appropriately.	Video does not highlight the important features of the app.	Video is well made and clearly shows the app's intended purpose.	
VIDEO TOTAL POINTS EARNED					/ 21
APP FUNCTIONALITY AND APPEAL					
	0	1 - 6	7-14	15-21	
Visual Appeal / Creativity		Low quality visual elements distract from the app's concept. App lacks creativity.	Effective visual elements are used and highlight the app's concept. App is somewhat creative.	Exceptional visual elements enhance and enrich the app's concept. App is extremely creative.	
	0	1-5	6 – 10	11- 15	
Utility / Usefulness of App		App serves no purpose. Not entertaining nor useful.	App is slightly entertaining or useful.	App is very entertaining or useful.	
User Interface/Experience	0	1-5 App is difficult to use. App does not compel future investment by the user as a return or a recommendation.	6 – 7 App has a simple use case. App may compel future investment by the user as a return or a recommendation.	8-10 App is intuitive to use. App promotes future investment by the user as a returning user or a recommendation.	
Coding platform and techniques used	0 Students have developed a design for an app but not the actual app	1 No-code: students use a template-based platform to create an app that requires no programming syntax or structures.	2 Low-code: block coding platform used to create the app. Students used some common programming structures such as loops, conditionals, and events to build their app.	3 Code: OOP coding language used (ex: SWIFT, JavaScript, Python, C++, etc.) Students utilize several object-oriented programming structures including but not limited to loops, conditionals, and events.	

APP TOTAL POINTS EARNED	**/ 49**
TOTAL POINTS EARNED	**/ 100**

Comments: _____

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