**Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_Period\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Cruise logo Scale**

|  |  |  |  |
| --- | --- | --- | --- |
| **Strand: Microsoft Publisher** | | | |
| **Topic: Cruise logo** | | | |
| **Learning Objective: Create a logo for the cruise ship** | | | |
| **Grade: Computer apps 2** | | | |
| **Score 4.0** | **In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.**  **The student can create the logo that looks professional with the design and text.** | | **Date** |
|  |
|  | **3.5** | In addition to score 3.0 performance, in-depth inferences and applications with partial success. |  |
| **Score 3.0** | **The student can create a logo that is simple in design and the text coordinates with the graphics of the logo.**  **The student exhibits no major errors or omissions.** | |  |
|  | **2.5** | No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content. |  |
| **Score 2.0** | **The student can gather graphics, shapes or text but does not understand how to group them together to create an effective logo.**  **However, the student exhibits major errors or omissions regarding the more complex ideas and processes.** | |  |
|  | **1.5** | Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content. |  |
| **Score 1.0** | **With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.** | |
|  | **0.5** | With help, a partial understanding of the 2.0 content, but not the 3.0 content. |
| **Score 0.0** | **Even with help, no understanding or skill demonstrated.** | |

Where are you on this scale? Put a date when you begin the project and continue to update your progress as you work. When you are finished with your project, be sure to update your scale and turn this in with your project.

|  |  |  |  |
| --- | --- | --- | --- |
| **Strand: Microsoft Publisher** | | | |
| **Topic: Cruise brochure** | | | |
| **Learning Objective: Create a brochure for the cruise ship** | | | |
| **Grade: Computer apps 2** | | | |
| **Score 4.0** | **In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.**  **The student can create a brochure that looks very professional because the content has detail and rich vocabulary, the graphics are excellent quality and well placed and the design of the brochure looks attractive.** | | **Date** |
|  |
|  | **3.5** | In addition to score 3.0 performance, in-depth inferences and applications with partial success. |  |
| **Score 3.0** | **The student can create a brochure that has good content and information and the text boxes are either linked or placed well. The graphics help to explain the information and are color coordinated and are well placed . The design of the brochure looks attractive.**  **The student exhibits no major errors or omissions.** | |  |
|  | **2.5** | No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content. |  |
| **Score 2.0** | **The student can gather graphics, shapes or text but does not understand how to group them together to create an informational brochure.**  **However, the student exhibits major errors or omissions regarding the more complex ideas and processes.** | |  |
|  | **1.5** | Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content. |  |
| **Score 1.0** | **With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.** | |
|  | **0.5** | With help, a partial understanding of the 2.0 content, but not the 3.0 content. |
| **Score 0.0** | **Even with help, no understanding or skill demonstrated.** | |