"Sounds of Music" Scoring Rubric: Instruction "Booklet"

Your project will be assessed according to the following guidelines. You have received anywhere from a 0 to a 4 on each standard, according to the descriptions below.

A zero means that the standard is not in evidence at all.

A one means that the standard is inadequately achieved, with several significant errors or omissions.

A two means that the standard is only partially achieved, with a few significant errors or omissions.

A *three* means that the standard has minor errors or omissions that do not significantly impact the project.

***If you meet the standard fully, you will receive a 4. ***

Scoring feature	Description				
Content and Understanding	Content and UnderstandingProvides background information and context for this project. Communicates scientific understanding. I and complex information is accurate. Explanations are accurate and clear. Connections are presented. Relate basic physics content to your topic. Included information is deep, thorough, and releva 				
Knowledge of theoretical basis of instrument function and design, as well as sound generation and its properties.	These include but are not limited to fundamental elements of wave theory, acoustics, musical sound perception, and harmonics. $(x2)$	01234			
	Describing the design and construction of the instrument. (x1)	01234			
	determines the pitch of a note? How is volume changed?) (x2)	01234			
	Illustrating how the instrument is properly used. Octave is played, with graphs shown. Song is played using the instrument. (x1)				
Effective Presentation (x 4)	Uses the format of instruction booklet effectively to present the required information: Mimics a real instruction booklet's format (persuasive and convincing). Set-up helps to explain what is being talked about. Illustrations and diagrams are an important part of the guide. All visual aids communicate important information. (Not merely decorative. If decoration, see "professional".) Colorful, eye-catching, neat and easy to follow. Makes best use of technology available to present the information.	01234			
Sources (x1)	Uses scientifically- credible sources of information. Uses general references (i.e Encyclopedias, text books, newspaper articles) for background information/ideas. Within the text, specific information/ideas are attributed to their sources. Includes a bibliography and uses correct format for bibliography, citations, and other formal pieces.				
Writing (x 1)	A lot of interpretation or paraphrasing of scientific/technical information. Uses third person. Educated, accurate and scientific. Natural and understandable to the majority of students in a high school physics class. Uses own words.				
Creativity (x2)	Originality is shown in the approach to the task. Demonstrates ingenuity.				
Professional (x2)	Creates a product that is put together well and looks good. All video, voiceover, diagrams, charts, maps, and/or tables, when used, are complete and accurate. Put together neatly and with care. Typed. Beautiful to look at, due to decorative and aesthetic features, like color, drawings or collages, and other extra "garnishes" and packaging issues. No spelling/grammatical errors. Sound is clearly audible. Images are sharp. Video is steady.	01234			

 \div 16 = Grade: A (4 - 3.4); B (3.3 - 2.6); C (2.5 - 1.6); D (1.5 - 0.5); F (< 0.5)

Any Notes/Comments:

"Sounds of Music" Scoring Rubric: Instrument and Performance

Criteria	Description	Data	Points Awardea	Subtotal
Inspection	Due Date -5 per day late	Date if late:		
	Play-able	Yes	10	
	Makes Some Sound	No	0	
	Legal Materials See	Yes	10	
E	rules for more details	No	0	
Frequency	Makes 5 Different Notes Any distinctly different 5 notes not necessarily the	5	50	
	ones listed	3	30	
		2	20	
		1	10	
		0	0	
± 5 Hz = 5	Pitch Accuracy	Theory Act	tual	
$\pm 10 \text{ Hz} = 4$	Very will get 1 mint off of each score for any notes	$\begin{bmatrix} C & 262 \\ D & 204 \end{bmatrix} \begin{bmatrix} C \\ D \end{bmatrix}$	$- \begin{bmatrix} C 5 4 3 2 \\ D 5 4 3 2 \end{bmatrix}$	
$\pm 13 \text{ Hz} = 3$ +20 Hz = 2	fou will get 1 point off of each score for any notes	$\begin{bmatrix} \mathbf{D} \ 294 \\ \mathbf{F} \ 330 \end{bmatrix} = \begin{bmatrix} \mathbf{D} \\ \mathbf{F} \end{bmatrix}$	$ = \begin{bmatrix} D 5 4 3 2 \\ F 5 4 3 2 \end{bmatrix} $	
$\pm 25 \text{ Hz} = 1$	Multiplier	E 330 E -	- E 5 4 3 2 1 E 5 4 3 2 1	10
>25 Hz = 0	x0 = unable to play at all	G 392 G	G 5 4 3 2	1
	x1 = able to play but don't know what note it is	A 440 A	0	
	$x^2 = able$ to play predicted notes in order	B 494 B	A 5 4 3 2 1	10
		C'524 C'_	B 5 4 3 2 1	10
			C 5 4 3 2 1	10
Musical	Diago of mucio	A continuum fr		
Performances	Recognizable Tuneful Smooth and Practiced	0 - 10, with 10		
i ci ioi manees		meeting all		
		criteria, *3		
Creativity and	Challenging Construction and Use	Build level		
Workmanship	$\frac{\text{Build-Play}}{\text{Digaridae ar semathing like it = 2}$			
	flute or flute-like = $3-4$	Play level		
	kalimba = $3-3$	i idy ievei		
	Guitar or multiple-string instr. = $4-4$			
	banjo or single-string instr. = 2-4			
	Trumpet or trombone = $5-5$			
	Sturdy and Well-made	A continuum		
	Can be moved easily, does not need repair on testing	from $0 - 10$,		
	day, and can withstand repeating handling and use.	with 10 meeti	ing	
ΤΟΤΑΙ				
POINTS				

Grade: _____