

Cooperative multimedia CARTOON RUBRIC				
Teacher:				
Student Name:				
CATEGORY	4	3	2	1
Content	Covers topic in depth with details and examples. Subject knowledge is excellent.	Includes essential knowledge about the topic. Subject knowledge appears to be good.	Includes essential information about the topic, but there are 1–2 factual errors.	Content is minimal OR there are several factual errors.
Rough Draft	Rough draft is ready for review on due date. Student shares draft with a peer and makes edits based on feedback.	Rough draft is ready for review on due date. Student shares draft with a peer and peer makes edits.	Rough draft not ready for review on due date. Student provides feedback and/or edits for peer.	Rough draft not ready for review on due date. Student does not participate in reviewing draft of peer.
Organization	Content is well organized; headings or bulleted lists group related material.	Content is logically organized for the most part.	Headings or bulleted lists group material, but the overall organization of topics appears flawed.	There is no clear or logical organizational structure, just lots of facts.
Storyboard	Storyboard includes all required elements as well as a few additional elements.	Storyboard includes all required elements and one additional element.	Storyboard includes all required elements.	One or more required elements are missing from the storyboard.
Originality	Product shows a large amount of original thought. Ideas are creative and inventive.	Product shows some original thought. Work shows new ideas and insights.	Product uses other people's ideas (giving credit), but there is little evidence of original thinking.	Product uses other people's ideas but does not give them credit.
Attractiveness	Student makes excellent use of video, graphics, sounds, and effects to enhance the presentation.	Student makes good use of video, graphics, sounds, and effects to enhance the presentation.	Student uses video, graphics, sounds, and effects, but occasionally these detract from the presentation content.	Student uses video, graphics, sounds, and effects, but these often distract from the presentation content.