Category	Beginning	Developing	Proficient	Exceptional
Project design	No clear purpose of project or organization Does not provide a way for other people to interact with program	Has some sense of purpose and structure Includes way for user to interact with program, may need to be clearer or fit program's purpose better	Has clear purpose, makes sense, has structure Includes way for user to interact with program and clear instructions	Clear well communicated design User interface fits content well, is complex; instructions are well-written and integrated into design
Programming	Project shows little understanding of code and how they work together Lacks organization and logic Has several bugs	Project shows some understanding of code and how they work together Has some organization and logic May have a couple bugs	Project shows understanding of code and how they work together to meet a goal Is organized, logical, and debugged	Project shows advanced understanding of code and procedures Uses additional programming techniques Is particularly well organized, logical, and debugged
Process	Student did not get involved in design process Did not use project time well and did not meet deadlines Did not collaborate	Student tried out the design process and made some changes Used project time well sometimes and met some deadlines Collaborated at times	Student used design process (stated problem, came up with ideas, chose solution, built and tested, presented results) Made changes in design Used project time constructively, met deadlines Collaborated appropriately	Student made significant use of the design process, all changes recorded thoroughly. Used project time constructively, finished early or added additional elements Found ways to collaborate beyond class structure