Measuring Our Makerspace Minecraft Character

	Emerging	Growing	Advanced
2D Design	2D drawing of final character completed from some/few angles	2D drawing of final character completed from most angles	2D drawing of final character completed on clean graph paper from all 4 angles
3D Design	3D model of character completed on TinkerCad but link is not live or Jpeg/Pdf is not able to be opened.	3D model of character completed on TinkerCad sent via active link or Jpeg/Pdf	3D model of character completed on TinkerCad sent via active link or Jpeg/Pdf and matches 2D drawing
Measurement	Some sides of 2D character sketches are measured and labeled,units may be missing. 3D character may not be created to scale of original image.	Most sides of 2D character sketches are measured and labeled, units may be missing. 3D character is created to scale of original image.	All sides of 2D character sketches are measured and labeled in metric system units. 3D character is created to scale of original image.
Tone	Digital files & papers have the same group member names and project title.	Digital files & papers have the same group member names and project title. Email is sent with naming convention.	Digital files & papers have the same group member names and project title. Email is sent with naming convention and professional tone.
Creative Interpretation	Students followed the directions of the assignment	Student project was original but mainly based on an existing idea	Students explored and expressed ideas in a new and novel way
Analysis	Students summarize the project instructions in a few sentences	Students reflect on the objective of measurement and volume	Students reflect on the objective of measurement and volume, applying it to a real world context