**Rigorous Learning Goal/Scale**

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| **Course: ART 1** | **UNIT 3 – 3D Design** |
| **Score 4** Additional Success with the complex content and concepts—inferences, novel applications | **In addition to score 3.0 performance, the student demonstrates in-depth inferences and applications that go beyond what was taught.****Student makes no major errors or omissions regarding the score 4 content** |
| **Score 3** Mastery of complex content and concepts of learning goal | **TARGET LEARNING GOAL: The student will** * demonstrates an intermediate skill level and knowledge of elements of art and principles of design
* demonstrates proficiency and craftsmanship in the use of an expanded range of sculptural media
* creates a 3-dimensional artwork inspired by a famous artist
* builds personal style of expression.

**Student makes no major errors or omissions regarding the score 3 content** |
| **Score 2** Success with simpler content—vocabulary, foundational skills  | **The student will recognize or recall specific vocabulary or basic content, such as:*** recognizes or recalls specific terminology such as: Alexander Calder, kinetic art, mobile, staybile

**The student will perform basic skills or process, such as:** * applying elements of art and principles of design to create a 3-dimensional artwork (i.e. Alexander Calder mobile)

**Student makes no major errors or omissions regarding the score 2 content** |
| **Score 1**Partial success with help | **With help, student achieves partial success at score 2 content and/or score 3 content** |
| **Score 0** No success even with help | **Even with help, no success** |