**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** |