Assessment rubric: Year 5 – Vector drawing

| **Learner:** |  | **Teacher:** |  | **Date:** |  |
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|  | **Emerging [1]** | **Expected [2]** | **Exceeding [3]** | **Score** |
| --- | --- | --- | --- | --- |
| **Task** | * Outline the broad requirements of the task | * Explain the key requirements of the task | * Outline an approach to planning the task |  |
| **Design decisions** | * Choose an item to base their work on | * Choose an item in the classroom and consider how it’s relevant to the task | * Choose an item in the classroom and consider how it can be represented as a drawn object |  |
| **Implementation** | * Add and remove objects to create a drawing * Manipulate the objects to create a drawing * Move objects on the screen * Position an object on top of another * Select and group objects to move them | * Add and remove objects to create a drawing of a chosen artefact * Use copy and paste to maintain consistency within the drawing * Manipulate an object’s size, colour, and proportion to represent a chosen artefact * Purposefully position and rotate objects * Move objects to different layers to create a specific aspect of a drawing * Manipulate multiple objects concurrently * Group objects to make them easier to work with | * Enhance the drawing by adding additional objects, for example to represent light and shade * Manipulate objects to achieve desired effects to create a drawing with consistent proportions * Trial placing objects in different places to see what suits the overall image * Position objects to make more complex shapes * Combine grouped objects together to form bigger groups * Ungroup objects to make a change and then regroup as necessary |  |
| **Evaluation** | * Identify which elements of the task have been achieved | * Evaluate how successful they were in meeting the task requirements | * Identify how and why their project could be improved |  |
|  |  |  |  |  |

| **Teacher feedback** |  |
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| **Learner response to feedback** |  |

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