

Name:

Date:

Class:

Product Rubric

Category	At Standard	Approaching Standard	Below Standard
Functionality	Toy works.	Toy sometimes works.	Toy does not work.
Constraints and objectives	All constraints and objectives are considered in design.	Missing one constraint or objective.	Missing more than one constraint or objective.
Creativity	Exceptionally clever and unique.	A few original touches enhance the project.	Toy is a replica of something that already exists or is not creative.
End user focused	Toy considers the needs and strengths of the end user.	Toy somewhat considers the needs and strengths of the end user.	Toy does not consider the needs and strengths of the end user.