RUBRIC FOR FST FINAL EXAM PART I: The Number Devil FOLLOW UP

	EXEMPLARY	ACCOMPLISHED	SATISFACTORY	DEVELOPING
CONTENT (25)	∞contains significant amount of FST content. ∞ thoroughly addresses FST topic in manner that shows rich/deep understanding ∞ advanced FST concepts / applications ∞ shows evidence of thorough reading of ND	∞contains significant amount of FST content. ∞ addresses FST topic in manner that shows surface understanding ∞ shows evidence of reading ND ∞ applied FST concepts / applications	∞contains acceptable amount of FST content. ∞ addresses FST topic in manner that shows partial understanding ∞ shows some evidence of reading of ND ∞ basic FST concepts / applications	∞contains minimal amount of FST content. ∞ addresses FST topic in manner that shows little understanding ∞ little evidence of reading ND apparent ∞ pre-FST math concepts / applications
QUALITY (10)	∞ exceeds description∞ work is very creative∞ superior quality	∞ meets all description elements∞ creative work	 ∞ meets most of description elements ∞ work is sufficient but lacks creativity 	 ∞ missing significant components from description ∞ rudimentary work
FORMAT (15)			,	
WRITTEN and/or	∞follows all writing/grammar conventions ∞ uses language/vocab in way that enhances project and/or topic addressed	∞ few errors in writing/ grammar conventions ∞ uses language/ vocab appropriate for topic & project description	∞ several errors in writing/grammar ∞ language/vocab not always appropriate	∞ errors in writing/ grammar interfere with project purpose ∞ language/vocab not appropriate for project / topic
VISUAL	 ∞ expert use of appropriate technology ∞ visuals enhance project and content ∞ significant attention paid to background, setting and/or layout of visuals 	 ∞ uses appropriate technology in competent manner ∞ visuals add to and appropriate for project ∞ attention paid to back ground, setting and/or layout of visuals 	 ∞ appropriate technology use for project ∞ use of visuals relate to and suitable for project ∞ some attention given to background, setting and/or layout of visuals 	 ∞ technology use detracts from project focus ∞ lack of sufficient or incorrect use of visuals for project ∞ little attention given to background, setting and/or layout of visuals

COMMENTS: