

Short Film Rubric

2-AP-16 Incorporate existing code, media, and libraries into original programs, and give attribution

	AP	P	PP	NP
Overall editing quality	Quality is great! Cuts are smooth, no mistakes	Quality is good, but there's one mistake in the film	Quality is ok, not good. Many mistakes in the editing	Film is not edited or poorly edited
Titles	Title at the beginning, credits at the end, no mistakes, background music during credits	Titles at the beginning and end, no music	Titles at the beginning and end, but spelling mistakes in titles.	Titles missing from beginning or end.
Sound Effects	Sounds effects used throughout the film to enhance the experience. Music used to set the tone of scenes (where needed).	Sounds effects/music used, but not throughout. Video seems to be "missing" something.	Sounds effects used at least once, but awkward, or not related.	Sound effect missing.
Movie Created and saved in the correct location	Movie is saved as a movie (not a project) and saved on the Q4 channel.	Movie is saved in the wrong location but right format.	Movie is saved in the wrong format, but right location.	Movie is in wrong location and format.
Film continuity and quality	Actors have the same outfits (when appropriate), props consistent,	Some issues with props or costumes or the film has a more than a few distractions.	Substantial continuity issues or major background disruptions.	No continuity and very poorly filmed scenes.
Film Quality and Camera angles	Scenes filmed with minimal distractions, multiple camera angles used. Video is clear and well shot.	Some distractions or poorly shot scenes, but overall good quality. One or two camera angles used.	Many distractions or quality issues. No multiple camera angles.	Very poorly shot video, only one camera angle throughout the whole movie.

2-AP-18 Distribute and maintain a project timeline when collaboratively developing computational artifacts.

	AP	P	PP	NP
Teacher Group participation observation	Student is actively working with group daily, not playing games on the computer or waiting for others to finish their part without helping.	Student is usually on task, but not 100% of the time.	Student participation is sketchy, most days they are just sitting around or playing games on their computer.	Student rarely participates or talks to group members.

