**PAPER RUBRIC**

**CARD HOUSES**

This paper is to focus on problem-solving, critical thinking, and the PROCESS of innovation taken for this challenge. You should be using your notebooks to help you remember the thinking that you went through during the process. Feel free to reference pages of your notebook with your paper.

Rubric:

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| Topic: | A | B | C | D | Troll |
| Experimenting Process / solution finding  /10 | What was learned about running an experiment? About making observations and inferences, about forming procedures and changes based on those thoughts. What were obstacles in actually performing the experiment in the time spots given? How could you improve on those hardships the next time you run an experiment? What does experimenting offer that other kinds of learning cannot? | Between C and A levels | Explains how you used the iteration process to create better structures | Between D and C levels | Awful or missing |
| Reflection on the notebook process  /10 | How did it help you work and learn? What were some of the short coming of the way you recorded your experiment? How can you improve upon it next time? How can you further use a recording procedure more to your advantage? | Between C and A levels | Talks about how you notebooked | Between D and C levels | Awful or missing |
| Problems with the materials  /10 | Explains the particular challenges of working with cards, how you over-came those problems, and some of the unique benefits of working with cards and why you were able to take advantage of them. | Between C and A levels | Explains the particular challenges of working with cards | Between D and C levels | Awful  or missing |
| Product Narration  /10 | Explains the stages that the tower went through to get to the current level. AND each challenge that required that change to be made along with how you came up with the solution. | Between C and A levels | Explains the stages that the tower went through to get to the current level | Between D and C levels | Awful or missing |