

Student-Developed Role-Playing Rubric

<i>Learning Goal</i>	Exceeds Standard (4)	Meets Standard (3)	Approaching Standard (2)	Beginning (1)	No Evidence/Incorrect (0)
Context	- Always makes accurate choices in response to the surrounding situation	- Choice mostly reflect a response to the surrounding situation	- Choices somewhat reflect the surrounding situation	- Choices do not reflect the surrounding situation	- Makes inaccurate choices due to misunderstanding of the situation
Perspective and Voice	- Fully takes on character's traits as if his/her own - Makes all decisions based on character's identity and mission - Effectively uses props, costumes, gestures, emotions, and tone to get into and portray character	- Takes on character's traits and point-of-view - Makes most decisions based on character's identity and mission - Uses props, costumes, gestures, emotions, and tone to get into and portray character	- Actions make it clear who the character is - Makes some decisions based on character's identity and mission - At times uses props, costumes, gestures, emotions, and tone to get into and portray character	- Unclear representation of character - Makes few decisions based on character's identity and mission - Rarely uses props, costumes, gestures, emotions, and tone to get into and portray character	- Actions are unbelievable given the character's identity. - Decisions unconnected to character's identity and mission - Does not use props, costumes, gestures, emotions, and tone to get into and portray character
Creative Contribution	- Actions and decisions add drama and interest to role-play - Makes choices that create new role-play scenes	- Actions and decisions add drama and interest to role-play	- Actions and decisions sometimes add drama and interest to role-play	- Actions and decisions rarely add drama and interest to role-play	- Actions and decisions negatively affect the quality of the role-play
Connections	- Makes choices based on influence of prior events and scenes In debrief connects role-play to real-life situations - Engages in thoughtful interactions with other characters	- Mostly makes choices based on influence of prior events and scenes - Mostly engages in thoughtful interactions with other characters	- Sometimes makes choices based on influence of prior events and scenes - Sometimes engages in thoughtful interactions with other characters	- Rarely makes choices based on influence of prior events and scenes - Rarely engages in thoughtful interactions with other characters	- Does not make choices based on influence of prior events and scenes - Does not engage in thoughtful interactions with other characters