Student: _____

Rubric: Architecture and Community Design Rubric

A rubric to evaluate Architecture and Community Design projects

Enter rubric title
Architecture and Community Design

	Poor 1 pts	Average 2 pts	Very Good 3 pts
1- Knowledge			
Knowledge - History Demonstrate comprehensive knowledge of the development and trajectory of architectural history from prehistoric to contemporary times.	Poor Student is unable to demonstrate knowledge of general periodization and development of architecture through their project work.	Average Student demonstrates a working knowledge of the development and trajectory of architectural history from prehistoric to contemporary times. Student is able to identify the principle designers and design philosophies of the modern and contemporary historical periods of architecture, and can reflect this knowledge within their project work.	Very Good Student demonstrates comprehensive knowledge of the development and trajectory of architectural history from prehistoric to contemporary times. Student is able to critically reflect upon their acquired knowledge of the principle designers, design philosophies, and design cultures of a place and time within their project work.
Knowledge - Concepts & Terminology Demonstrate, through architectural and urban design projects, a broad knowledge of the concepts and terminology related to urban and architectural history.	Poor Student is unable to demonstrate knowledge about the principle designers and periods within the history of architecture.	Average Student is able to identify the principle designers and periods within the history of architecture.	Very Good Student is able to critically reflect upon their acquired knowledge of architecture, landscape architecture, and urban planning historical periods, and terminology within their project work.
Knowledge - Key Developments Identify and describe the key developments in the modern history of architecture.	Poor Student is unable to demonstrate knowledge about the modern history of architecture within their project work.	Average Student is able to identify basic movements, individuals, and time periods in modern architecture history and its place and impact on their project work.	Very Good Student is able to critically reflect upon their acquired knowledge of modern architectural history and its place and impact on their project work.
2. Design Practice			
Design - Visual Represention Demonstrate, through design practice, knowledge of the key methods of visual	Poor Student is unable to demonstrate skill using visual rhetoric, semiotics,	Average Student is able to demonstrate basic skills within their project work	Very Good Student is able to demonstrate skill and marked improvement

representation, with an emphasis on the strategies that promote visual clarity and understanding.	or primary rendering skills within their project work.	using two or more of the following: visual rhetoric, semiotics, and/or primary rendering skills.	using visual rhetoric, semiotics, and primary rendering skills to represent abstract concepts within their project work.
Design - Graphic Standards Demonstrate, through design practice, competence in using architectural graphic standards as a component of visual communication.	Poor Student is unable to demonstrate fluency with any one of the following skills within their project work: multiple image composition, contrast and hierarchy, or system-wide structure within their project work.	Average Student is able to demonstrate fluency with two of the following skills within their project work: multiple image composition, contrast and hierarchy, and/or system-wide structure within their project work.	Very Good Student is able to demonstrate fluency and marked improvement with all of the following skills within their project work: multiple image composition, contrast and hierarchy, or system-wide structure within their project work.
Design - Process Demonstrate, through design practice, competence with design process methodologies.	Poor Student is unable to demonstrate fluency with one of the following forms of architectural design process: conceptual development, formal experimentation, or system thinking across a wide range of project formats or media.	Average Student is able to demonstrate fluency with two of the following forms of architectural design process: conceptual development, formal experimentation, and/or system thinking across a wide range of project formats or media.	Very Good Student is able to demonstrate fluency with each of the following forms of architectural design process: conceptual development, formal experimentation, and system thinking across a wide range of project formats or media.
3. Key Concepts			
Key Concepts - History & Theory Identify and describe the key concepts and design methods in the history and theory of architecture through critically reflective project work.	Poor Student is unable to demonstrate a grasp of key concepts or define design methods in the history and theory of architecture through papers, graphic presentations or design projects.	Average Student is able to express a basic grasp of key concepts in the history and theory of architecture and design methods through papers, graphic presentations or design projects.	Very Good Student is able to clearly express and critically evaluate key concepts in the history and theory of architecture; and is able to clearly articulate/express and critically engage design methods through papers, graphic presentations and design projects.
Key Concepts - Skills Initiate, research, and develop a design project that requires Service-Learning skills.	Poor Student is unable to plan and implement a Service-Learning project in collaboration with an undeserved community.	Average Student is able to plan and implement a Service-Learning project in collaboration with an undeserved community and create a comprehensive final report.	Very Good Student demonstrates a leadership role in planning and implementing a Service-Learning project in collaboration with an undeserved community, and creates a comprehensive final report enabling the community partner to carry the project into the

			future.
4. Skills			
Skills - Graphics CAD Demonstrate comprehensive skills using an architectural computer-rendering program such as VectorWorks, AutoCAD, or SketchUp.	Poor Student is unable to demonstrate competency using an architectural computer-rendering program.	Average Student is able to plan and implement independent project work using an architectural computer-rendering program.	Very Good Student is able to demonstrate marked improvement planning and implementing independent project work using an architectural computer-rendering program.
Skills - Graphics Mechanical Demonstrate comprehensive skill using mechanical production techniques.	Poor Student is unable to demonstrate skill using either of the following production techniques: preliminary design documentation drawing or the creation of final project 2-D and 3-D prototypes.	Average Student is able to demonstrate skill using both of the following production techniques: preliminary design documentation drawing and the creation of final project 2-D and 3-D prototypes.	Very Good Student is able to demonstrate skill and marked improvement using both of the following production techniques: preliminary design documentation drawing and the creation of final project 2-D and 3-D prototypes.
Skills - Research Demonstrate comprehensive skill with bibliographic research methods.	Poor Student is unable to complete independent design research for their project work by using required library collections, bibliographies, and digital databases.	Average Student is able to complete independent design research and write their own project text by using required library collections, bibliographies, and digital databases.	Very Good Student is able to complete independent design research, write their own project text, and develop a personal theoretical position by using required library collections, bibliographies, and digital databases.