Grade 7 ● *The Giver* ● New World Project
Grading Rubric

Names:

A: Content				
10...9	**8...7**	**6...5**	**4...3**	**2...1**
Completeness You deal with all of the areas—rules/punishments, education, choosing leaders/running of government, raising families, social life—listed in the assignment instructions	Your project deals with most of the areas listed in the assignment instructions	Your project deals with many of the areas listed in the assignment instructions	Your project deals with some of the areas listed in the assignment instructions	Your assignment deals with few of the areas listed in the assignment instructions
Details & "Sense" Your ideas show originality and thought; they work together, don't contradict each other, and are "fleshed out" in detail clearly and completely, often including extras	Your ideas show some originality; they are presented completely with few extra ideas or details; your ideas may show some contradictions	Your ideas fulfill the requirements of the assignment without any extras; there are some flashes or originality and creativity; ideas contradict each other	Your ideas show little originality or boldness; your New World generally re-creates our own world with few major changes; ideas often contradict each other	You have not created a world which differs in substantial or creative ways from our own world; you have not shown a creative approach; your ideas are contradictory

B: Organization				
10...9	**8...7**	**6...5**	**4...3**	**2...1**
Consistent Philosophy Your New World shows a consistent approach which comes from a consistent philosophy of life, society, or government	Your world demonstrates that you thought of a philosophy behind your ideas and tried to carry out that philosophy	Your ideas are often linked, but sometimes show there is no consistent philosophy behind them	Your ideas sometimes seem good on their own, but together show no real consistency of philosophy	Your ideas don't have a philosophy individually, or in a way that holds them together
Format Your project shows a matching of format to ideas; the format brings out the ideas in your New World in a clear or creative way	The format you've chosen presents your ideas clearly, showing occasional creativity	Your project's format does not interfere with your ideas, but shows no real creativity	The format of your project does not allow your ideas to be expressed clearly	There is no clear link between the format you've chosen and your ideas; the format even makes your ideas harder to understand

C: Style/Language Usage				
10...9	**8...7**	**6...5**	**4...3**	**2...1**
Neatness & Style Colorful, creative, good use of materials and/or space, artistic design; neatly done, lots of nice extra touches; shows lots of effort	Neat, clear, good use of color or design; shows effort	Project shows some sections or parts that are messy; generally acceptable neatness and design skill; shows some effort	Your use of space or materials leaves some empty spaces; "rough around the edges"; messy spots; poor design skill; shows little effort	Messy; poor design and draftsmanship; shows a lack of effort
Language Use Few or no errors in English spelling, grammar, punctuation, paragraph form, or mechanics; good self-editing of work	Some, but no major, errors in English spelling, grammar, punctuation, paragraph form, or mechanics; shows self-editing	Errors in English spelling, grammar, punctuation, paragraphing, or mechanics affect the meaning or clarity of your work; should edit more	Errors in spelling, grammar, punctuation, paragraphing, or mechanics are frequent; interfere with clarity and meaning; show a lack of editing	Errors in English spelling, grammar, punctuation, paragraphing, or mechanics are too frequent, interfere with clarity or meaning, and show a lack of editing or care