

Team Name: _____

Period: _____

Date: _____

Battle Physics Presentation Single-Point Rubric

Developing toward the target	Learning Target	Specific Evidence	Can Meet this Target Proficiency
	Clear and Effective Communication: Demonstrate organized and purposeful communication.	I can present my 3 different designs so that others can understand them. • Pros • Cons • Materials I can present information for a specific purpose (to receive constructive feedback).	
	MS-ETS1-2: Engineering Design : Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.	I can assess three design solutions to determine which one will best meet the criteria and solve the problem.	
	MS-PS2-1: Motion and Stability Apply Newton's Third Law to design a solution to a problem involving the motion of two colliding objects.	I can use Newton's Third Law as I design a solution to a problem involving the motion of two colliding objects. I can explain Newton's Third Law and how it relates to my design.	

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Battle Physics Build and Competition Single-Point Rubric

Developing toward the target	Learning Target	Specific Evidence	Can Meet this Target Proficiency
	Creative and Practical Problem Solving: Persist in solving challenging problems, learn from failure, and demonstrate self-advocacy.	I can continue to refine a solution to a difficult problem. I can use feedback to revise my solution. I can ask for help when I need it.	
	<u>MS-ETS1-4: Engineering Design</u> Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.	I can build, calibrate, and test a projectile launcher that hits specific targets.	