

# Escape Room Project - Assessment Rubric

Categories	Level 0	Level 1	Level 2	Level 3	Level 4
<b>Knowledge and Understanding:</b> The escape room both demonstrates <i>and</i> requires knowledge and understanding of the course content.					
<ul style="list-style-type: none"> <li>• knowledge of content</li> <li>• understanding of content</li> </ul>	demonstrates <i>little to no</i> knowledge of content  demonstrates <i>little to no</i> understanding of content	demonstrates <i>limited</i> knowledge of content  demonstrates <i>limited</i> understanding of content	demonstrates <i>some</i> knowledge of content  demonstrates <i>some</i> understanding of content	demonstrates <i>considerable</i> knowledge of content demonstrates <i>considerable</i> understanding of content	demonstrates <i>thorough</i> knowledge of content  demonstrates <i>thorough</i> understanding of content
<b>Thinking:</b> The escape room demonstrates and requires use of critical and creative thinking skills and/or processes.					
<ul style="list-style-type: none"> <li>• uses planning skills:</li> <li>• uses processing skills:</li> <li>• uses critical/creative thinking processes:</li> </ul>	with <i>little to no</i> effectiveness  with <i>little to no</i> effectiveness  with <i>little to no</i> effectiveness	with <i>limited</i> effectiveness  with <i>limited</i> effectiveness  with <i>limited</i> effectiveness	with <i>some</i> effectiveness  with <i>some</i> effectiveness  with <i>some</i> effectiveness	with <i>considerable</i> effectiveness  with <i>considerable</i> effectiveness  with <i>considerable</i> effectiveness	with a <i>high degree</i> of effectiveness  with a <i>high degree</i> of effectiveness  with a <i>high degree</i> of effectiveness
<b>Communication</b> – The escape room elements convey meaning through various forms.					
<ul style="list-style-type: none"> <li>• expresses and organizes ideas and information in oral, visual, and/or written forms:</li> <li>• communicates for different audiences and purposes in oral, visual, and/or written forms:</li> <li>• uses conventions, vocabulary, and terminology of the discipline in oral, visual, and/or written forms:</li> </ul>	with <i>little to no</i> effectiveness  with <i>little to no</i> effectiveness  with <i>little to no</i> effectiveness	with <i>limited</i> effectiveness  with <i>limited</i> effectiveness  with <i>limited</i> effectiveness	with <i>some</i> effectiveness  with <i>some</i> effectiveness  with <i>some</i> effectiveness	with <i>considerable</i> effectiveness  with <i>considerable</i> effectiveness  with <i>considerable</i> effectiveness	with a <i>high degree</i> of effectiveness  with a <i>high degree</i> of effectiveness  with a <i>high degree</i> of effectiveness
<b>Application</b> – The escape room uses knowledge and skills to make connections within and between various contexts.					
<ul style="list-style-type: none"> <li>• applies knowledge and skills in familiar contexts:</li> <li>• transfers knowledge and skills to new contexts:</li> <li>• makes connections within and between various contexts:</li> </ul>	with <i>little to no</i> effectiveness  with <i>little to no</i> effectiveness  with <i>little to no</i> effectiveness	with <i>limited</i> effectiveness  with <i>limited</i> effectiveness  with <i>limited</i> effectiveness	with <i>some</i> effectiveness  with <i>some</i> effectiveness  with <i>some</i> effectiveness	with <i>considerable</i> effectiveness  with <i>considerable</i> effectiveness  with <i>considerable</i> effectiveness	with a <i>high degree</i> of effectiveness  with a <i>high degree</i> of effectiveness  with a <i>high degree</i> of effectiveness



