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| **AREA** | **NOT PROFICIENT** | **PROGRESSING** | **PROFICIENT** | **MASTERY** |
| **Presentation**  Did the student(s) demonstrate a solid understanding of the software for project development? | No understanding of the software for project development. | Some understanding of the basic use of the software for project development. | Competence in the use of software for project development. | Mastery in the use of software for project development. |
| **Documentation**  Did the student document non-student produced materials? | No required permissions present or unclear. | Most required permissions included, but not all. | One permission may still be in question. | **ALL** required permissions present **OR** no permissions needed. |
| **Software Usage**  Was the software suitable for the project? | Software used was not appropriate for the project. | Some of the software used was appropriate for the project. | Software used was appropriate and enhanced the project. | Mastery in the choice and use of software to enhance the project. |
| **Project Design**  Do all elements of the project work together? | Colors, textures and shapes do not work together. | Some attempt has been made to coordinate colors, textures and shapes. | Colors, textures and shapes have been carefully chosen to lend realism to the project. | Mastery in the choice of colors, textures and shapes create realistic images. |
| **Smooth Movement**  How smooth and realistic are the movements? | Movements are jerky and unrealistic. | Movements are fairly smooth and realistic. No speed variation. | Movements are smooth and realistic. Has some speed variation. | Mastery in the creation of movement. It is smooth and realistic. Varying speeds are shown in the movement of the main character and the objects in the background. |
| **Number of Movements**  How complex is the design? | At most, one object moving. | A few objects moving excluding the background. | Multiple objects moving including the background. | Mastery in the complexity of the design with three or more objects or sources of movement including the background. |
| **Comments:** | | | | |

This category is defined as an original design with the primary purpose for allowing for the motion of objects. Software may include, but not limited to Flash, KidPix, etc.