Evaluation Rubric: Biomimicry and Using Nature as a Design Partner

Student Name:

Scoring:

4: Advanced/Mastery

3: Proficient

2: Satisfactory

1: Needs Improvement

Student Score	Learning Outcomes
	Student identified Fibonacci numbers and their origin, and generated the next numbers in the Fibonacci sequence.
	Student practiced computational thinking in analyzing a code-generated pattern inspired by nature.
	Student identified ways that analyzing and imitating nature can help solve problems.
	Student researched the issue of climate change and applied that knowledge to an authentic design challenge.
	Student defined a problem using design thinking.
	Student applied an engineering mindset by defining the criteria and constraints of a design problem.
	Student created a 3D design within Tinkercad.
	Student used a digital prototype to creatively communicate ideas.

Total score: