



UNIVERSALLY DESIGNING

# RUBRICS

A rubric is a scoring tool that identifies the various criteria relevant to an assignment or learning outcome, and then explicitly states the possible levels of achievement along a continuum.

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## HOLISTIC RUBRIC

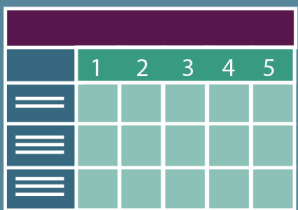
A traditional rubric. Usually gives a range of performance (for example, "A to F" or "Superior to Developing.") As the name implies, you are evaluating the "whole" assignment as one and judging how well it meets the objectives.

### PROS

- *Easy to create and use*
- *Emphasizes the positive*

### CONS

- *Feedback is vague*
- *Student might not understand reason for grade*



## ANALYTIC RUBRIC

A more specific rubric that provides a score (for example, from 1 to 5) and evaluates the assignment on each specific criteria.

### PROS

- *Feedback is criteria-based*
- *Criteria can be weighted*

### CONS

- *Can be visually overwhelming*
- *Can be labor-intensive for teachers*



## SINGLE POINT RUBRIC

An evolved version of an analytic rubric. It features one performance metric, typically the "proficient" metric, and offers room for personalized feedback, both on strengths and areas for improvement.

### PROS

- *Easier to read and process*
- *Feedback is mastery-oriented*
- *Easy to create and use*

### CONS

- *Requires a little more work for the teacher since it always includes mastery-oriented feedback.*