

Synovial Joint Assignment Rubric

| Criteria | - Level 1 + | - Level 2 + | - Level 3 + | - Level 4 + |
|---------------------------------------|---|--|---|---|
| Communication <i>/25</i> | Level: | | | |
| Legend | Incomplete | Legend provided, not complete, spelling, format problems | Legend is complete, logical format, spelling correct | Legend is complete, clear, logical, and spelling correct |
| Presentation | Little to no joint information presented | Joint information presented but not clearly | Joint information clearly presented | Joint information clearly presented and made easy to understand |
| Knowledge <i>/25</i> | Level: | | | |
| Terminology | Rarely uses correct anatomical terminology | Sometimes uses correct anatomical terminology | Often uses correct anatomical terminology | Always or almost always uses correct anatomical terminology |
| Accuracy of model | - Does not resemble joint - Most features unidentifiable | - Minimal resemblance to joint structure - Some features identifiable | - Closely resembles joint structure - Most features identifiable | - Excellent representation of joint structure - All features clear |
| Application <i>/25</i> | Level: | | | |
| Joint Stability | Model is unstable, easily destroyed | Some instability | Minimal instability | Good representation of joint stability |
| Joint Mobility | Immovable and fragile | Slight movement | Movement resembles actual joint | Movement resembles joint fluidly |
| Thinking/Inquiry <i>/25</i> | Level: | | | |
| Injury/Medical Procedure Research | Background research clearly lacking | Background research done but incomplete | Background research is complete | Background research complete & comprehensive |
| Scale | Joint size is clearly far from accurate | Somewhat accurate representation of joint size | Accurate representation of joint size | Precise representation of joint size |
| Bibliography | No bibliography provided | Minimal resources given | Adequate resources given | Diverse and adequate resources given |

Name(s):