**The NOVEL Game Rubric**

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|  | **Evidence of Reading** | **Relation to the Novel** | **Effort** | **Creativity and Originality** | **Conventions** |
| 4 | The project provides **ample evidence** that the student has read the novel | The project is clearly related to the novel | The project shows **great effort and planning** | **WOW!** Very authentic and imaginative; clearly illustrates writer’s connections to text | Exhibits correct spelling, grammar, punctuation; project uses sophisticated language and vivid details from the text |
| 3 | The project provides **some evidence** that the student has read the novel | The project is somewhat related to the novel | The project shows **good effort and planning** | Creative and original; illustrates writer’s connections to text | Most spelling, punctuation, and capitalization is correct. |
| 2 | The project provides **little evidence** that the student has read the novel | The project may be related to the book, but the relationship in not clear or explained | The project shows **some effort and planning** | Somewhat creative  and original; some connections made to text | Exhibits errors that somewhat hinder comprehension; some appropriate/effective language and sensory language; verb tense errors |
| 1 | The project provides **no evidence** that the student has read the book | The project is not at all related to the book | The project shows **little to no effort and planning** | Project seems to be a replica of the book; project is lacking in creativity and authenticity | Exhibits many errors that hinder comprehension; uses few or no effective words or sensory language |

Name : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

20= 100%, 19 = 95%, 18=90%, 17=85%, 16=80%, 15=75%, 14=70%, 13=65%, 12=60%, 11=55%, 10=50%, 9=45%, 8=40%, 7=35%, 6=30%, 5=25%, 4=20%

Novel:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_