

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

### Student Scratch Art Wildlife Success Criteria Rubric

<b>1. Sketch or etch the <b>shape</b> and <b>proportion</b> (size) of the head, ears, eyes, and nose of my wildlife</b>		
1 = None of my head parts are the same <b>shape</b> and <b>proportion</b> (size) as my wildlife.	2 = Some of my head parts are the same <b>shape</b> and <b>proportion</b> (size) as my wildlife.	3 = Most of my head parts are the same <b>shape</b> and <b>proportion</b> (size) as my wild life
<b>2. Sketch or etch the <b>line</b> details of the ears, eyes, nose, and mouth of my wildlife in <b>proportion</b> (size)</b>		
1 = None of my <b>line</b> details are the same as my wildlife in <b>proportion</b> (size)	2 = Some of my <b>line</b> details are the same as my wildlife in <b>proportion</b> (size)	3 = Most of my <b>line</b> details are the same as my wildlife in <b>proportion</b> (size)
<b>3. Sketch or etch the hair <b>texture</b> of my wildlife head</b>		
1 = None of my hair <b>texture</b> is the same as my wildlife	2 = Some of my <b>texture</b> is the same as my wildlife	3 = Most of my hair <b>texture</b> is the same as my wildlife
<b>4. Shade or paint the <b>colors</b> of the head, ears, eyes, nose, and mouth of my wildlife</b>		
1 = None of the <b>colors</b> are the same as my wildlife	2 = Some of the <b>colors</b> are the same as my wildlife	3 = Most of the <b>colors</b> are the same as my wildlife

### Student Wildlife Scratch Art Draft Reflection

1. **Star of success** Criteria \_\_\_\_\_

Evidence \_\_\_\_\_

\_\_\_\_\_

2. **Wish to improve** Criteria \_\_\_\_\_

Evidence \_\_\_\_\_

Goal \_\_\_\_\_

\_\_\_\_\_

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

### Student Clay Wildlife Success Criteria Rubric

<b>1. Mold and smooth the <b>shape, form, and proportion</b> (size) of the head of my wildlife.</b>		
1 = Little to none of my head is the same <b>shape, form, and proportion</b> (size) as my wildlife.	2 = Some of my head is the same <b>shape, form, and proportion</b> (size) as my wildlife.	3 = Most of my head is the same <b>shape, form and proportion</b> (size) as my wild life
<b>2. Mold and smooth the details of the ears, eyes, nose, mouth, and bone structure of my wildlife with <b>line, shape, form, and proportion</b> (size)</b>		
1 = Little to none of my <b>line, shape, form, and proportion</b> details are the same as my wildlife	2 = Some of my <b>line, shape, form, and proportion</b> details are the same as my wildlife	3 = Most of my <b>line, shape, form, and proportion</b> details are the same as my wildlife
<b>3. Etch the direction and length of the hair <b>texture</b> of my wildlife head</b>		
1 = Little to none of my hair <b>texture</b> is the same direction as my wildlife	2 = Some of my <b>texture</b> is the same direction as my wildlife	3 = Most of my hair <b>texture</b> is the same direction as my wildlife
<b>4. Mix and paint the <b>colors</b> of the head for the ears, eyes, nose, mouth, and bone structure of my wildlife</b>		
1 = Little to none of the <b>colors</b> are the same as my wildlife	2 = Some of the <b>colors</b> are the same as my wildlife	3 = Most of the <b>colors</b> are the same as my wildlife