

PTA Senior Art Award—Scoring Rubric

Artwork Number: _____ .

Score: _____ .

4.00 EXCELLENT QUALITY: Work at this level:

- Shows an Imaginative & Confident use of the Elements of Art & Principles of Design.
- Shows High Quality composition and demonstrates Confidence with the use of Skills and Techniques.
- Addresses evidence of Complex Visual and/or Conceptual Concepts (RIGOR)
- Shows successful engagement of Experimentation with Materials and/or Risk-Taking.
- Shows obvious evidence of Thinking and Problem Solving skills.
- IS NOT A COPY from a magazine or Photograph.

3.00 GOOD QUALITY: Work at this level:

- Shows an Good use of the Elements of Art and Principles of Design.
- Shows Good Quality composition and demonstrates evidence with the use of Skills and Techniques.
- Addresses evidence of Complex Visual and/or Conceptual Concepts (RIGOR)
- Shows an engagement of Experimentation with Materials and/or Risk-Taking.
- Shows obvious evidence of Thinking and Problem Solving skills.
- IS NOT A COPY from a magazine or Photograph.

2.00 MODERATE QUALITY: Work at this level:

- Shows an Moderate use of the Elements of Art and Principles of Design.
- Shows a Descent amount of Quality composition and demonstrates evidence with the use of Skills and Techniques.
- Addresses some evidence of Complex Visual and/or Conceptual Concepts
- Shows some engagement of Experimentation with Materials and/or Risk-Taking.
- Shows evidence of Thinking and Problem Solving skills.
- IS NOT A COPY from a magazine or Photograph.

1.00 POOR QUALITY Work at this level:

- Shows NO evidence of thinking/artistic decision-making.
- Reveals a Complete misunderstanding of technique.
- Shows NO awareness of tools/media. & Uses trite solutions to Visual problems.
- Is Insufficiently Composed, with minimal consideration given to elements and principles of art & design.
- Is a Direct Copy from a Magazine or Photograph

Elements of Art

The elements of design are color, line, texture, shape/form and space. These are the tools for the design of the artwork, room, or garment.

Color

Name the colors (hue). Are the colors bright or dull (intensity)? Are the colors light or dark (value)? How do the colors make you feel? Why do the colors look good together?

Line

Describe the lines – curved, straight, thick, thin, bold, fine, horizontal, vertical, dotted, zigzag, etc. Do the lines lead your eye? Explain. Do the lines show direction, outline an object, or divide a space? Explain. Do the lines create a mood? Explain.

Texture

Describe the texture – smooth, slick, shiny, rough, raised, bumpy, fuzzy, soft, hard, grainy, etc. Can you feel the texture or is it just visual?

Shape

Shapes are two-dimensional. Or flat in appearance they may be geometric, freeform or organic in nature.

Form

Anything that has Height, Width and Depth – spheres, cylinders, pyramids, cubes, boxes, etc.

Space

Space is the amount of room you have. Describe the negative space (background). Describe the positive space (the design).

Value

Value is the lightness and darkness of any given Hue of color.

Principles of Design

The principles of design are emphasis, balance, proportion, rhythm, and unity. These are how we use the elements to create a desired look.

Balance

Are both sides of the design the same (symmetrical)? If they are not the same, they may be asymmetrical, but do they feel balanced? Why? Or is the design radial – arranged around a center point, like a pizza, daisy or tire?

Emphasis

What is the first thing you see? Why? (Examples are contrasting color, line or shape; larger or smaller shape; contrast from plain background)

Rhythm/Movement

What makes your eye move around the design? (Repeating, gradually bigger, alternating?)

Unity

Why do parts of the design feel like they belong together? (For example: textures have similar feel, lines or shapes repeat, colors are harmonious, etc.)

Balance/Proportion/Scale

How does the design fill the space? How do parts of the design relate to each other?

Contrast

Contrast is the differences in Color, Shape and textures within an artwork. It is what causes excitement to happen in an artwork. Without contrast, an artwork would be boring.