

Graphic Map Rubric

	4	3	2	1
CHARACTER	Project shows clear understanding on the character. The characterization is clear because of the details in the project. Examples are true to the characterization presented in the novel.	Actions, dialogue, and examples seem true to the character, but some detail is lacking, causing the need to have read the book in order to be able to understand the character.	Most, but not all, actions, dialogue, and/or examples are representative of the character from the novel.	Details/examples are missing, causing an unclear picture of the character. Or, the actions/details are very different from those of the character presented in the novel.
PLOT	All 15 important events from the novel are referred to in the graphic map.	10-14 important events from the novel are referred to in the graphic map.	Only 5-9 important events from the novel are referred to in the graphic map.	Only 1-4 important events from the novel are referred to in the graphic map.
PRODUCT	Project is neat. Writing contains few, if any, convention errors. Graphics add to the understanding of the graphic map and the character.	Project is neat. Writing contains some convention errors, but intent is clear. Graphics are clear and related to the topic of the graphic map.	Project could be neater. Writing contains enough convention errors to cause the reader to have some difficulty understanding the intent. Graphics seem disconnected from the rest of the project.	Lack of neatness makes the project difficult to understand. Writing contains many convention errors. Graphics require an explanation from the author to be able to understand the relationship.