



All assignments are scored using a 1-5 scale based on the following rubric:

<b>What A Grade Means in Renaissance</b>			
Mastery	A 4.5 - 5.0	5.0	In addition to scoring a 4.0 performance, in-depth inferences and applications that go beyond what is taught
		4.5	In addition to scoring a 4.0 performance, some success at inferences and applications that go beyond what is taught
Superior	B 3.5 - 4.4	4.0	No major errors or omissions regarding any of the information and/or processes (simple or complex) that were explicitly taught
		3.5	No major errors or omissions regarding the simpler details and processes and partial knowledge regarding the more complex ideas and processes
Proficient	C 2.5 - 3.4	3.0	No major errors or omissions regarding the simpler details and processes but major errors or omissions regarding the more complex ideas and processes
		2.5	Partial knowledge of the simpler details and processes but major errors or omissions regarding the more complex ideas and processes
Novice	D 1.5 - 2.4	2.0	With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes
		1.5	With help, a partial understanding of some of the simpler details and processes but no demonstration of the more complex ideas and processes
Insufficient	F 0 - 1.4	1.0 - 1.4	Help was given, still no understanding of skill demonstrated
		.1 - .9	No understanding of skill attempted
		0	Not turned in