**Product Rubric**

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| **Category** | **At Standard** | **Approaching Standard** | **Below Standard** |
| **Functionality** | Toy works. | Toy sometimes works.  | Toy does not work. |
| **Constraints and objectives** | All constraints and objectives are considered in design. | Missing one constraint or objective.  | Missing more than one constraint or objective.  |
| **Creativity**  | Exceptionally clever and unique.  | A few original touches enhance the project.  | Toy is a replica of something that already exists or is not creative.  |
| **End user focused**  | Toy considers the needs and strengths of the end user. | Toy somewhat considers the needs and strengths of the end user. | Toy does not consider the needs and strengths of the end user. |