

Advanced Grading Method: Rubric

Rubric for the test					
1. Introduction	Main Idea & Focus	Skillfully combines story 4 points	Combines story elements around main idea 3 points	Story elements do not reveal a main idea 2 points	There is no clear main idea 1 points
	Plot & Narrative Devices	Characters, plot, and setting are developed strongly 4 points	Characters, plot, and setting are developed 3 points	Characters, plot, and setting are minimally developed 2 points	Lacks development on characters, plot, and setting 1 points
	Late Submission	Not late 0 points	1-3 days late -10 points	3-5 days late -20 points	

An example of Rubric criteria in Assignment activity

Overview:

This guide shows you how to create rubric criteria in Assignment activity.

What to know:

The rubric feature affords a teacher the ability to provide grades and feedback in an alternative manner to simple grading.

Table of Contents

[Step 1: Turn on editing mode in your module area/course](#)

[Step 2: Click 'Add an activity or resource'](#)

[Step 3: Choose the Assignment activity](#)

[Step 4: Provide a name for your activity](#)

[Step 5: The Rubric function](#)

[Step 6: Selecting the grading form](#)

[Step 7: Naming your Rubric](#)

[Step 7: Defining your Rubric](#)

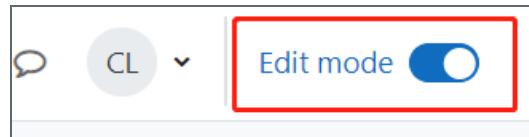
[Step 8: Adding negative points to your rubric](#)

[Step 9: Saving the Rubric](#)

[Step 9: Using the rubric criteria](#)

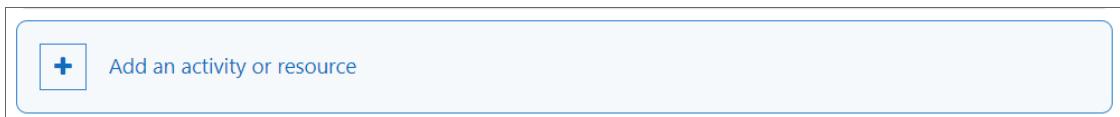
Step 1: Turn on editing mode in your module area/course

Click the 'Turn editing on' button displayed near the upper right of the module area/course.



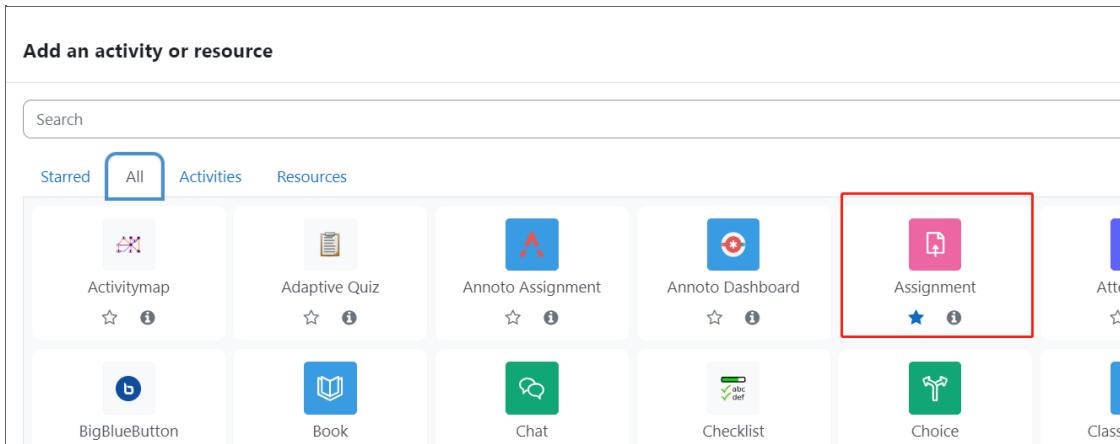
Step 2: Click 'Add an activity or resource'

1. When editing mode is turned on, navigate to the section where you want to add the assignment activity.
2. Next, click the 'Add an activity or resource' button displayed at the bottom of the section.



Step 3: Choose the Assignment activity

From the pop-up activity chooser window, locate and select The Assignment activity, then click the 'Add' button.



Step 4: Provide a name for your activity

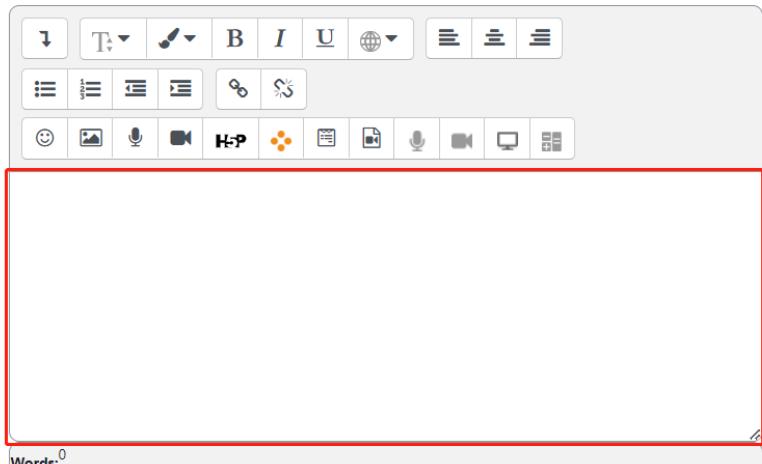
Now you come to the assignment creation page.

1. Please complete 'assignment name' and 'description'.
2. Then click 'save and return to module' at the bottom of the page to save the settings

▼ General

Assignment name !

Description



Rich text editor interface with a red box highlighting the text input area and another red box highlighting the toolbar.

Words: 0

Display description on course page ?

?

Step 5: The Rubric function

You'll now go to the settings area within this area. Scroll down to the 'Grade' section, then from the 'Grading Method' drop-down menu, please choose 'Rubric', then 'Save changes'.

▼ Grade

Grade

?

Type Point ▼

Maximum grade

100

Grading method

?

Simple direct grading ▼

Simple direct grading

Checklist

Marking guide

Rubric

Ranged rubric

Rubrix

Grade category

?

Grade to pass

?

Anonymous submissions

?

Save and return to course Save and display Cancel

Step 6: Selecting the grading form

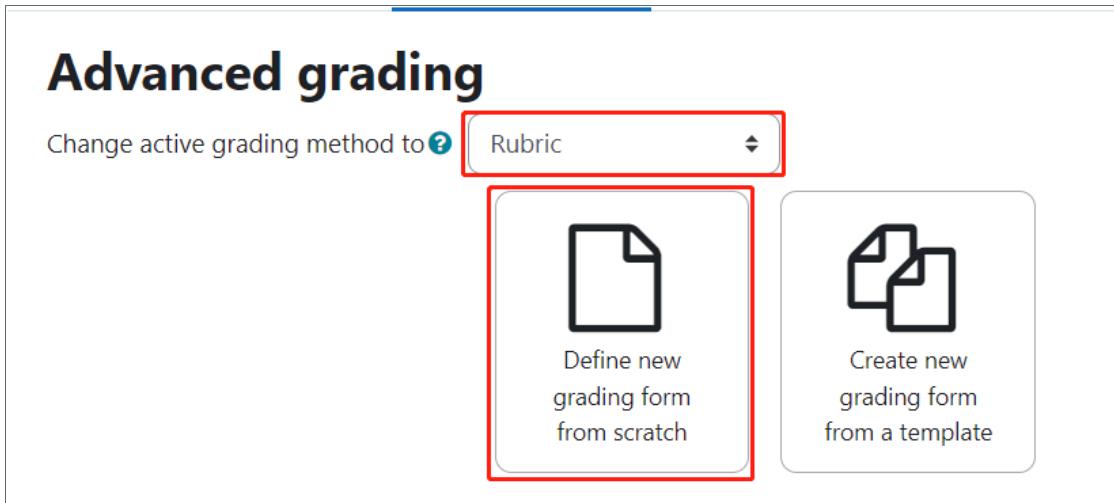
Now you are taken to a screen where you can choose the grading method either by using a template or creating a grading form from scratch. Alternatively you have the option of even changing the grading method.

Advanced grading

Change active grading method to [?](#) **Rubric**

Define new grading form from scratch

Create new grading form from a template

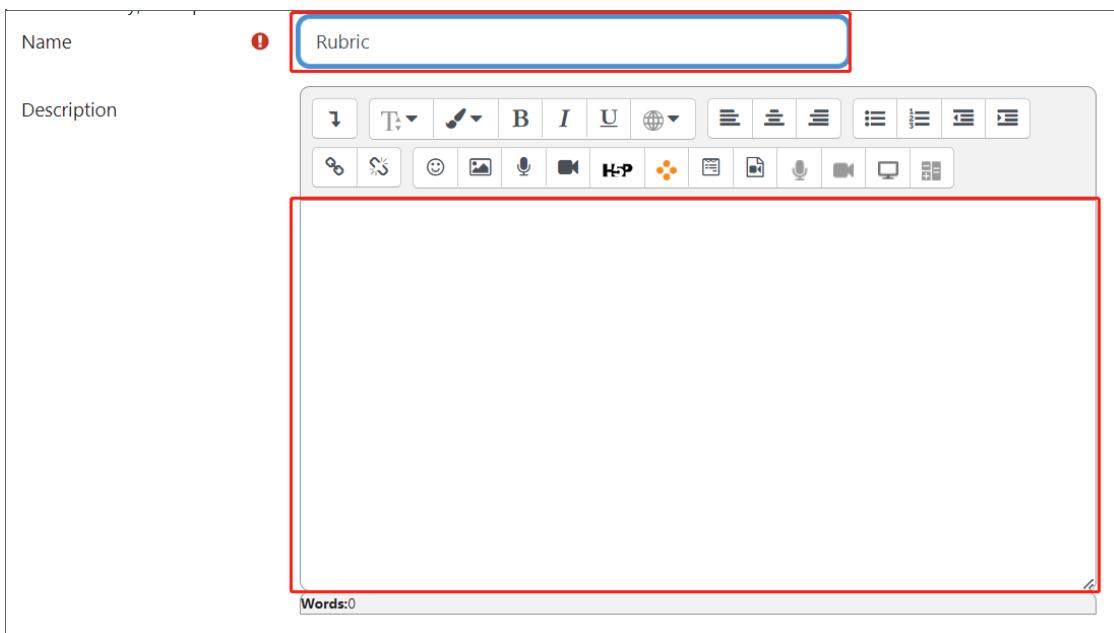


Step 7: Naming your Rubric

You will have to name your Rubric, much in the same manner as you named the Assignment activity initially.

Name **Rubric**

Description



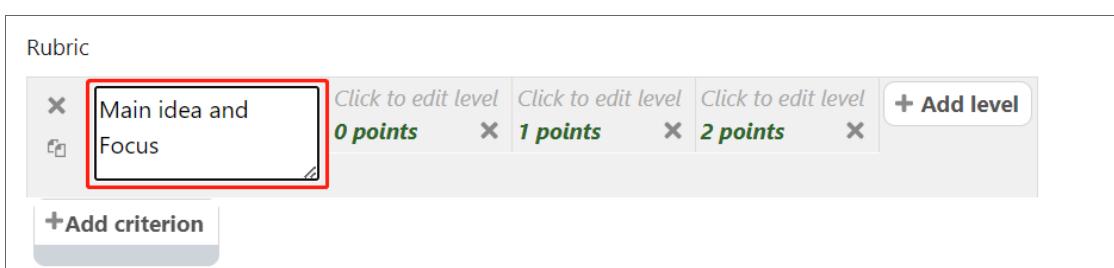
Step 7: Defining your Rubric

1. Provide a name for the Rubric Criteria.
2. Add criteria descriptions and points, also add level, delete, move, and duplicate

Rubric

X	Main idea and Focus	Click to edit level	Click to edit level	Click to edit level	+ Add level
		0 points	1 points	2 points	

[+Add criterion](#)



Rubric		Delete criteria level			Add level for additional criteria items			
<input checked="" type="checkbox"/>	Main idea and Focus	No clear idea 1 points	<input checked="" type="checkbox"/>	No main story element 2 points	<input checked="" type="checkbox"/>	Clear story element 3 points		
<input type="button" value="Delete"/>	<input type="button" value="Move"/>	<input type="button" value="Copy"/>			<table border="1"><tr><td>Skillful</td></tr><tr><td>4 point s</td></tr></table>	Skillful	4 point s	<input type="button" value="+ Add level"/>
Skillful								
4 point s								

Step 8: Adding negative points to your rubric

You can add negative points to your rubric, for example, if your students submit after the deadline, you have the ability to penalise them, so that their final grade reflects this. Please note you will also have to add a criteria description that does not negatively affect their score for example '0'.

	1 points	2 points	3 points	
 				
   	Late Submission	3-5 days late -3 points	1-3 days late -2 points	On time 0 points

Step 9: Saving the Rubric

Once you have completed your rubric, go down to the 'rubric options', decide which ones are applicable for your needs, then save the rubric and make it ready.

Note: it's advisable to leave the 'Calculate grade having a minimum score of the minimum achievable grade for the rubric' ticked, as unticking this option could affect your rubric in a significant and often negative manner.

Rubric options

Sort order for levels: Ascending by number of points ▾

Calculate grade having a minimum score of the minimum achievable grade for the rubric ?

Allow users to preview rubric (otherwise it will only be displayed after grading)

Display rubric description during evaluation

Display rubric description to those being graded

Display points for each level during evaluation

Display points for each level to those being graded

Allow grader to add text remarks for each criterion

Show remarks to those being graded

Save rubric and make it ready

Save as draft

Cancel

Step 9: Using the rubric criteria

Here is an example of the rubric.

Note: when you are grading with your rubric you are obliged to select a rubric item from each criteria, none can be omitted, therefore if you believe that a student has not met an expectation please factor this in to your rubric items/descriptions when you are designing it ie. creating a description with 'not met' and applying a '0' grade for that item.

The screenshot shows a Moodle assignment page for 'Chenhu's Test Module' with the assignment title 'Test Rubric'. The student is 'Sandbox Student 1' with the email 'sdsstudent1@invalid.noemail'. The due date is '18 September 2023, 12:00 AM'. The rubric is displayed on the right, with a red box highlighting the 'Main idea and Focus' and 'Plot & Narrative Devices' sections. The rubric table has three columns: 'Main idea and Focus', 'Plot & Narrative Devices', and 'Late Submission'. The 'Main idea and Focus' section has three rows: 'No clear main story', '1 elem ent', and 's poin t'. The 'Plot & Narrative Devices' section has three rows: 'No clear main story', '1 elem ent', and 's poin t'. The 'Late Submission' section has three rows: '3-5', '1-3', and 'On'.

Main idea and Focus	Plot & Narrative Devices	Late Submission
No clear main story	No clear main story	3-5
1 elem ent	1 elem ent	1-3
s poin t	s poin t	On

Online URL: <https://knowledgebase.xjtu.edu.cn/article/advanced-grading-method-rubric-207.html>