Video Game Package, Logo and Song

Name (s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Expectation | Level 1 | Level 2 | Level 3 | Level 4 |
| **Language: Media 2.2** identify the conventions and techniques used in some familiar media forms and explain how they help convey meaning and influence or engage the audience | Student can identify the elements in game logos and packages that appeal to game players with limited effectiveness | Student can identify the elements in game logos and packages that appeal to game players with some effectiveness | Student can identify the elements in game logos and packages that appeal to game players with considerable effectiveness | Student can identify the elements in game logos and packages that appeal to game players with a high degree of effectiveness |
| **Media 3.4** produce a variety of media texts for specific purposes and audiences, using appropriate forms, conventions, and techniques | Student can create a logo and game package cover for their target audience with limited effectiveness | Student can create a logo and game package cover for their target audience with some effectiveness | Student can create a logo and game package cover for their target audience with considerable effectiveness | Student can create a logo and game package cover for their target audience with a high degree of effectiveness |
| **Music C1.2** apply the elements of music when singing and/or playing, composing, and arranging music to create a specific effect | Student composes a song for their video game with limited effectiveness | Student composes a song for their video game with some effectiveness | Student composes a song for their video game with considerable effectiveness | Student composes a song for their video game with a high degree of effectiveness |
| **Visual Arts D1.4** use a variety of materials, tools, techniques, and technologies to determine solutions to design challenges  | Student chooses the right tools to make an appealing logo and package with limited effectiveness | Student chooses the right tools to make an appealing logo and package with some effectiveness | Student chooses the right tools to make an appealing logo and package with considerable effectiveness | Student chooses the right tools to make an appealing logo and package with a high degree of effectiveness |