## Plus/Delta Chart

A Plus/Delta is a simple inclusive strategy enabling everyone to consider the pluses, what went well and the deltas, what you would like to see changed. The Plus Delta is a great feedback tool.

To use a Plus Delta simply make two columns. Label one column with a plus + sign and the other with the Greek sign for delta  $\triangle$ 

Have students brainstorm under the plus sign what they believe is good about the activity, event, or action whilst under the delta sign how they could improve the activity, event or action.

## Examples

Use a plus delta to assess your last art assignment Using a plus delta have staff assess their last semesters work

Sample Chart



Creating Tessellatio	ns based on Designs of the I	Far East and Granada	
What I Know (K) Tessellation? Alhambra? Islam? Escher? Trade=Idea Exchange?	What I Want to Know (W) Make a tessellation? What is a vertex?	What I have Learnt (L)	
			w

Name: Period:

Project: Tessellation Designs FINAL GRADE: UNIT OF STUDY: Color Design DIRECTIONS: Complete this rubric. Read each objective and evaluate yourself using the following scale.  1 No evidence 2 Rarely 3 Sometimes 4 Almost always 5 Outstanding CONCEPTUAL DEVELOPMENT (20 points) Problem solving. I manipulated the tools in Appleworks or Geometer's Sketchpad to produce a tessellation design with two to four colors.
I have balanced the colors around a central axis or vertex. I have used complementary or analogous color scheme
0 1 2 3 4 5
I know how to use the tools in Appleworks Draw and Paint in that application, including the Bezier tool and know the difference between a vector and a raster (bitmap) format.
0 1 2 3 4 5
TECHNICAL SKILLS (30 points)  Tool manipulation. Using Appleworks Draw was able to manipulate tools and layers.  0 1 2 3 4 5  Refining design. My designs show contrast/brightness, clean black lines and no white areas, dark colors against light, bright against dull, patterned against flat.  0 1 2 3 4 5  Saving and turning in my work. I saved my work as lastname.tesselation and moved it into the handin folder >BERRYJAN>my period
0 1 2 3 4 5 VISUAL ORGANIZATION (20 points)
Use of space. My shapes fill the space and show mirror symmetry, repetition, variety, harmony, unity  0 1 2 3 4 5  Use of color. The design uses color, pattern or gradient using tints and shades and follows the color choice I have made.
0 1 2 3 4 5
HISTORICAL DEVELOPEMENT (10 points) I can discuss the history of tessellations and the influence of the East on the West based on trade routes from 1450-1750. I can give at least one specific example of Islamic influence on Renaissance and modern western art. Hint: oriental carpets, textile design, wallpaper, prints, paintings, buildings, industrial design.  0 1 2 3 4 5

STUDIO MANAGEMANT (10 points)  Preparation and Care of Materials. I have a notebook, objectives, homework & sketchbook. I cleaned and returned all materials daily.  0 1 2 3 4 5  Time Management. Evaluate your time. I completed my work on time? I made up tardies/absences? I helped others?  0 1 2 3 4 5  CRITIQUE (10 points)  Growth. Evaluate your participation in the written partner and /or group critique? I offered positive and constructive insights, comments or questions.  0 1 2 3 4 5
Answer the following questions in complete sentences.
<ol> <li>Take a good look at your artwork. What parts do you feel are the strongest and WHY?</li> </ol>
Which parts do you feel you could improve on and how could you achieve a satisfactory result?
3. Explain how ancient or modern cultures may have influenced your design.
4. What grade do you feel you deserve and WHY?
PEER EVALUATION (Praise and Polish)
The evaluation should include the use of materials and the way the art elements were handled; line quality, texture, shapes, space and value. Also note technical concerns about the use of the medium The Evaluator writes the answer the answers to the following questions.  1. What art element is the most prominent in your fellow student's work and how was it used effectively?
2. What art element or craftsmanship in his/her work needs to be made stronger and how can that be done?