

Self-Portrait Performance Rubric

LEVEL	NAME	PERFORMANCE INDICATORS
0	No Participation	<ul style="list-style-type: none"> Child declines to participate in the activity.
1	Scribbles and Drawing Marks	<ul style="list-style-type: none"> Child watches others or makes use of paper and pencil for some other purpose. Child makes marks on the page, but with no recognizable representation or naming of a person.
2	First Representation of a Person: Stick Figure	<ul style="list-style-type: none"> Child draws rudimentary human figure: head with eyes, circle atop two sticks, tadpole-like form. Child might indicate marks representing others in a setting (e.g., pointing to a circle saying, "This is my bed.")
3	Simple Human Figures	<ul style="list-style-type: none"> Child draws rudimentary human figure: head with eyes, circle atop two sticks, tadpole-like form. People depicted are engaged in an activity, or in the company of other people. There is some indication or mention of a setting.
4	Human Figures in a Recognizable Setting	<ul style="list-style-type: none"> Child draws self and other figures with one or two of the following: <ul style="list-style-type: none"> Separate parts for head and body Facial features (eyes, nose, mouth) Hands and/or feet Hair and/or clothing Setting is recognizable as a room, playground, or classroom.
5	Detailed Drawing of People with Detailed Setting	<ul style="list-style-type: none"> The drawing has considerable detail in people and setting. Child draws human figure with three or more of the following: <ul style="list-style-type: none"> Separate parts for head and body Facial features (at least both mouth and eyes) Hands and/or feet Hair and/or clothing People are portrayed alongside other objects that represent the setting: near a TV, a bike, kitchen table.
6	Detailed Drawing of People in a Recognizable Setting while using Artistic Elements	<ul style="list-style-type: none"> Child uses one or two of the following artistic elements (elements must be present in both the figure and the setting): <ul style="list-style-type: none"> Shading (makes objects look 3D or show light source effect on how objects appear) Perspective (shows that objects are behind others or farther away; tries to show depth) Line quality (uses thick/thin, hard/soft, straight/wavy, etc., to indicate mood) Repeated design elements (unifies picture with border; repeats line/texture pattern) Proportions of figure(s) to setting or objects are realistic.