MetaRubric

A+ 9 :)

GETTING STARTED

This game is designed to give players an experience creating and using rubrics for open-ended work. It starts with a creative mini-project, then asks you to identify what makes that project good, ultimately coming back around to evaluating your original project. It should give you a feel for what rubrics can do well, and perhaps also what they can't!

Number of Players: 3-5
Time Needed: between 1-2 hours, split evenly between two rounds

To play, simply read each card in this deck in order and follow the instructions.

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MATERIALS

Blank Paper
At least one sheet for each player

Markers or Pencils
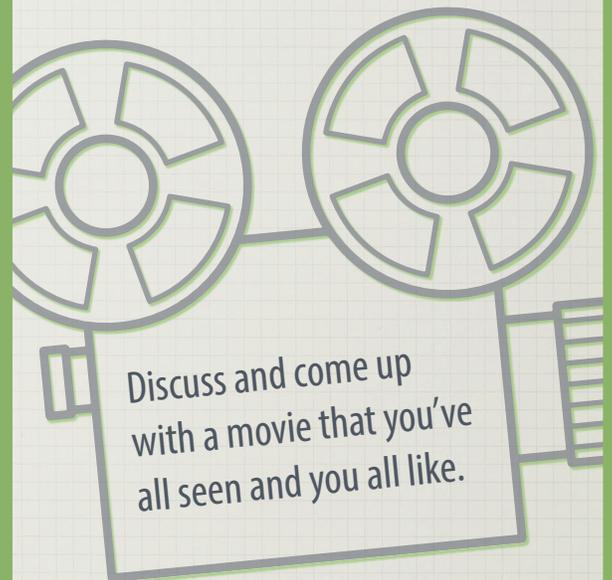Ideally a range of colors to draw with

Printed Sheets
- 2 Rubric Sheets per player
- 2 Scoring Sheets per player
You can either print these from the MetaRubric website (tsl.mit.edu/metarubric) or just copy the format onto blank paper.
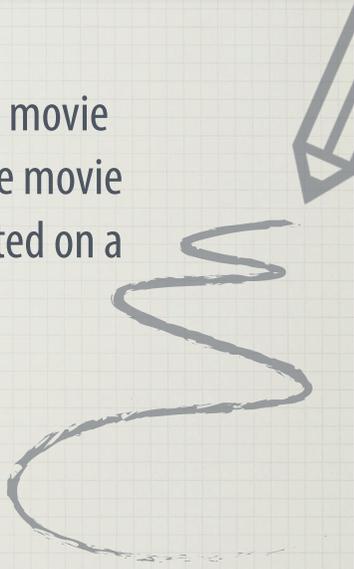
ROUND 1

Discuss and come up with a movie that you've all seen and you all like.

ROUND 1

Draw a good movie poster for the movie you all selected on a blank sheet.
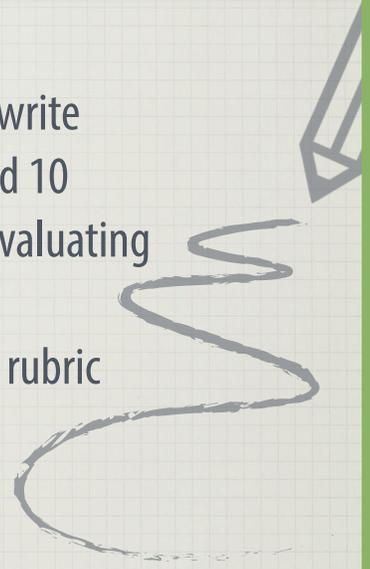
Make your drawings individually and put your name on the back of your drawing. Take about 5 minutes.

ROUND 1

Each player write down around 10 criteria for evaluating this movie's posters on a rubric sheet.

It's up to you to decide what aspects you think are important to evaluate.

ROUND 1

Share the drawings!

If you haven't looked at each other's drawings, take turns showing off your work now! If you've already shared them with the group, that's fine too.

ROUND 1 Assigning Roles

Select one player as the Scribe

The Scribe writes down the agreed upon criteria. If possible write the list on a whiteboard or paper large enough for everyone to see. If you do that, you don't need the printed sheet.

Select another player as the Challenger

This person's job, in addition to participating as a regular player, is to challenge the criteria that are put forth for consideration. Ask questions about why that criterion is important, and make sure each person clearly explains their thinking. Of course other people are welcome to challenge the Challenger as well!

ROUND 1

As a group, come up with a single list of criteria.

Your final group rubric may include criteria from individual lists, rephrased criteria, or even new criteria that emerge through discussion. Write down the list that everyone has agreed on.

ROUND 1

Score everyone's drawings on a scoring sheet based on the merged criteria.

Decide as a group how you want to score. Then pass your posters to the right, filling in the scoring sheet until everyone's drawing has been scored by each player, including your own.

ROUND 1

DECLARE THE WINNER OF
ROUND 1

Go around the table and for each player, call out all the scores given to that player. Add them up to get your total score, and write it on the back of your drawing.

The player with the highest score wins Round 1!

ROUND 1 Discussions

Did you notice any discrepancies in your scoring? Wildly different scores for the same work or disagreement on certain criteria?

Discuss why you rated things the way you did, and how players may have used the same rubric in different ways.

Discuss these questions out loud until you feel the topic has been thoroughly explored.

ROUND 1 Discussions

12

Which poster would you say is your favorite? Is it also the one with the highest score? Why or why not?

What do you think this says about what your rubric values or measures?

Discuss these questions out loud until you feel the topic has been thoroughly explored.

ROUND 2

13

Make a metarubric to evaluate rubrics for the movie posters you created in Round 1.

Use a new rubric sheet to individually write down around 10 criteria that you think a good movie poster rubric should have.

Keep in mind: A metarubric is a rubric that evaluates rubrics.

ROUND 2

14

Create a group metarubric.

Just as before, share all the criteria with the group and come up with a single list. Keep the same or select a new Scribe and Challenger. This will be a merged metarubric.

ROUND 2

15

Evaluate the individual drawing rubrics based on the metarubric.

Now take out the individual rubric (list of criteria for the posters) you made back in Round 1 (on card 5). Each player scores everyone else's individual rubric based on your new group metarubric.

ROUND 2

DECLARE THE WINNER OF
ROUND 2

Go around the table and for each player, call out all the scores given to that player. Add them up to get your total score.

The player with the highest score is the Round 2 winner!

ROUND 2

DECLARE THE RUBRIC
CHAMPION

Add together each player's Round 1 and Round 2 scores.

The player with the highest total is the Rubric Champion!

ROUND 2 Discussions

Did this activity make you think differently about rubrics?

Next time you make one for a class, what will you keep in mind?

Discuss these questions out loud until you feel the topic has been thoroughly explored.

ROUND 2 Discussions

How did you feel about the format of this rubric? Did it work well or was it constraining?

How would you modify it to better meet your needs?

Discuss these questions out loud until you feel the topic has been thoroughly explored.

CONGRATULATIONS!

You've completed the MetaRubric experience. While this was only one step in your journey to becoming a master assessment designer, hopefully it has given you a new perspective on what is and isn't helpful in evaluating open-ended work. Keeping these concepts and experiences in mind will help you create and implement rubrics that match your learning objectives and support your students' learning!

MetaRubric was created by:

Louisa Rosenheck   Yoon Jeon Kim   Rahul Singh

Dan Roy   Garrett Beazley   Rachel Grubb

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