2.3 // Project Rubric

	4: Mastery	3: Understanding	2: Approaching	1: Beginning
Drum Pattern	• Hi hat matches grid • Snare drum matches grid • Kick drum matches grid	• One note is on the wrong count.	• Two to three notes are on the wrong count.	• Four or more notes are on the wrong count.
Craftsmanship	• Only one track is present. • Drum patterns are four measures with one measure of rest between each groove. • Clips are trimmed to the end of measure four.	• One organizational element is not represented in the project.	• Two to three organizational elements are not represented in the project.	• Four or more elements are not represented in the project.
Composition	• Hihat is on most if not all subdivisions. • Snare is on beats two and four. • Kick is on beat one and one to three other counts.	• One to two rules have been broken on the drum patterns.	• Three to four rules have been broken on the drum patterns.	• The drum patterns do not follow any of the rules.
Time (optional for enrichment)	• All notes snapped to the correct subdivision when quantized.	• 10-20% of the notes did not snap to the correct subdivision when quantized.	• 21-40% of the notes did not snap to the correct subdivision when quantized.	• 41% or more of the notes did not snap to the correct subdivision when quantized.