2.4 // 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. Groove one is three measures followed by a transition measure. Groove two is four measures. Clip is 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.
Groove Composition	 Hihat is on most if not all of the 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.
Transition Measure	 The first two counts are the same as groove one. The subdivision is moved to the kick, snare, or toms in beats three and four. Kick crash on beat one of groove two. 	 No kick crash on beat one of groove two. or One subdivision played on the hihat instead of the snare or kick. 	 No kick crash on beat one of groove two. and One subdivision not played on beats three and four. 	 No kick crash on beat one of groove two. and Two or more subdivisions not played on beats three and four.
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.