Using a Rubric

Rubrics

A rubric is a list or chart that describes the criteria that one uses to evaluate or rate performance. Rubrics are helpful tools in assessing student learning, especially for areas like behavior or performance, which can be difficult to capture in more traditional assessment techniques such as surveys.

Advantages

- Help to clarify vague or fuzzy goals or criteria
- Can help quantify behaviors, thoughts, and performances, which are often hard to capture but can be observed or demonstrated through an artifact
- Help students understand what is expected of them and at which level they are performing
- Provide descriptive feedback to students
- Allow for accurate, unbiased, and consistent scoring
- Provide both qualitative and quantitative data

Challenges

- Developing a tool can be timely
- Must prepare rubric ahead of time so students are aware of expectations
- Need to ensure intra-rater and inter-rater reliability
- Time needed to plan the rubric's use in learning experiences that includes opportunities to demonstrate the intended outcome
- Less flexible – harder to change mid-data collection, but can change from project to project as rubric tool is refined

Campus Labs Rubric Templates

Campus Labs has over 30 rubrics for your use on an assortment of learning and development outcomes. Within the rubrics function, click "New Template" to review the many available rubrics and aligned outcomes.

Examples of rubrics available include: student employment, leadership, communication, critical thinking, civic engagement, teamwork, and intercultural competence outcomes.

Campus Labs Baseline: Rubrics Methodology (30-minute walkthrough)

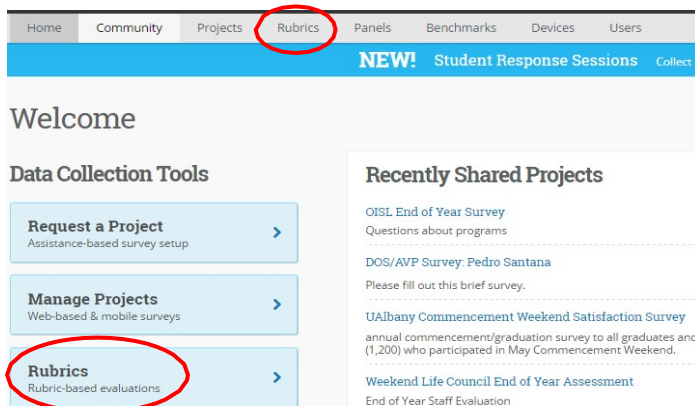## D.I.Y. Rubric

Build Your Own Rubric
Follow these steps for building your own rubric using the new Campus Labs features:

**Step 1 – Open Rubrics in Baseline**
To begin, click on Rubrics

Then, click Launch Rubrics
for a rubric options:

To begin, you can Start with
a Formatted Rubrics or
Create a Rubric from
Scratch

Step 2 – Create a Rubric

Achievements: Add an achievement title (i.e. Beginner, Developing, Accomplished, Advanced) and change the achievement value of total points based on percentages by using the sliding bar.
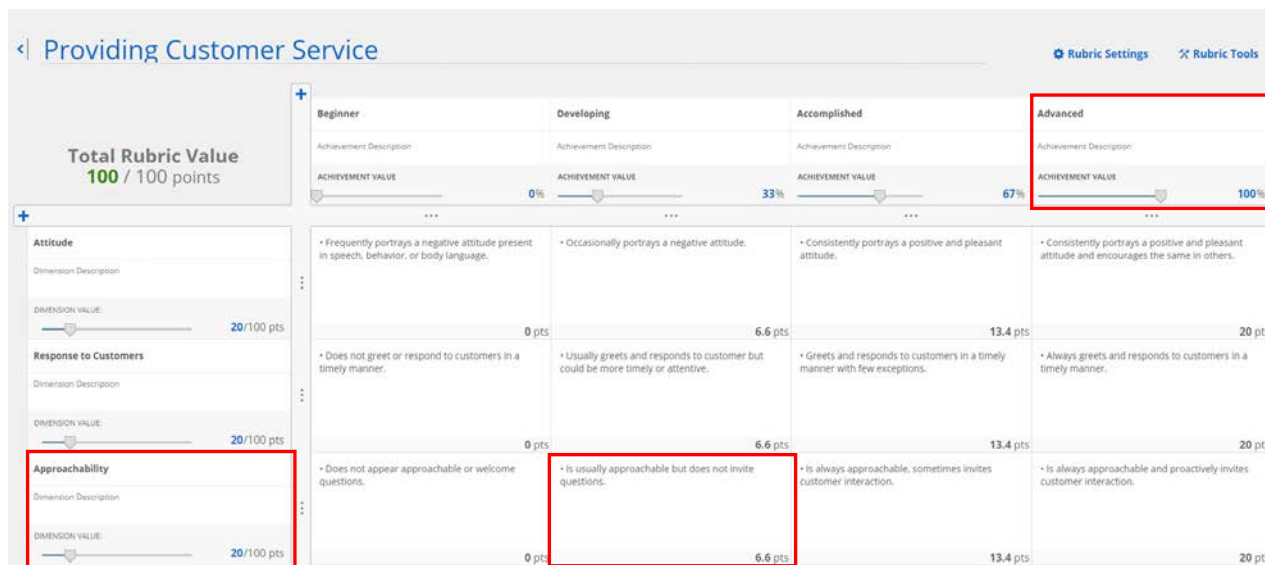
Dimensions: Add a dimension title and change the total value of that dimension. Consider if you need to adjust the dimension value to place more weight on certain domains. Domains can be added or removed as needed with the "+" icon.

Description: Include text communicating the requirements for each achievement level in each dimension