**Product Rubric**

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| **Category** | **At Standard** | **Approaching Standard** | **Below Standard** |
| **Functionality** | Toy works. | Toy sometimes works. | Toy does not work. |
| **Constraints and objectives** | All constraints and objectives are considered in design. | Missing one constraint or objective. | Missing more than one constraint or objective. |
| **Creativity** | Exceptionally clever and unique. | A few original touches enhance the project. | Toy is a replica of something that already exists or is not creative. |
| **End user focused** | Toy considers the needs and strengths of the end user. | Toy somewhat considers the needs and strengths of the end user. | Toy does not consider the needs and strengths of the end user. |