

1.3 // Performance Rubric

	4: Mastery	3: Understanding	2: Approaching	1: Beginning
Steady beat	<ul style="list-style-type: none"> The steady beat was consistent throughout the performance. 	<ul style="list-style-type: none"> The steady beat was inconsistent 10-20% of the time. 	<ul style="list-style-type: none"> The steady beat was inconsistent 21-40% of the time. 	<ul style="list-style-type: none"> The steady beat was inconsistent 41% or more of the time.
Eighth Note Subdivision	<ul style="list-style-type: none"> All eighth note subdivisions were even. 	<ul style="list-style-type: none"> 10-20% of the eighth note subdivisions were not even. 	<ul style="list-style-type: none"> 21-40% of the eighth note subdivisions were not even. 	<ul style="list-style-type: none"> 41% or more of the eighth note subdivisions were not even.
Eighth Note Triplet Subdivision	<ul style="list-style-type: none"> All eighth note triplet subdivisions were even. 	<ul style="list-style-type: none"> 10-20% of the eighth note triplet subdivisions were not even. 	<ul style="list-style-type: none"> 21-40% of the eighth note triplet subdivisions were not even. 	<ul style="list-style-type: none"> 41% or more of the eighth note triplet subdivisions were not even.
Sixteenth Note Subdivision	<ul style="list-style-type: none"> All sixteenth note subdivisions were even. 	<ul style="list-style-type: none"> 10-20% of the sixteenth note subdivisions were not even. 	<ul style="list-style-type: none"> 21-40% of the sixteenth note subdivisions were not even. 	<ul style="list-style-type: none"> 41% or more of the sixteenth note subdivisions were not even.
Rhythm	<ul style="list-style-type: none"> All claps corresponded with the attacks written on each beat map. 	<ul style="list-style-type: none"> 10-20% of the claps did not correspond with the attacks written on each beat map. 	<ul style="list-style-type: none"> 21-40% of the claps did not correspond with the attacks written on each beat map. 	<ul style="list-style-type: none"> 41% or more of the claps did not correspond with the attacks written on each beat map.