

# Rogers-Herr Middle School Band

## Playing Test Rubric

Name: \_\_\_\_\_ Test Material: \_\_\_\_\_

<i>Objective</i>	<b>BASIC 1 2</b>	<b>DEVELOPING 2.1-3</b>	<b>PROFICIENT 3.1-4.9</b>	<b>EXEMPLARY 5</b>	<i>Score</i>
<b>Posture</b> (winds) <b>Posture/Grip</b> (percussion)	Holds instrument improperly. Rarely sits up straight; head down. Legs/ankles crossed.  Holds sticks or mallets improperly. Stands improperly and too close to the instrument.	Holds instrument properly. Sits up some of the time; head down. Legs/ankles crossed.  Holds sticks or mallets properly some of the time. Has correct posture and distance from the instrument some of the time.	Holds instrument properly. Sits up most of the time; head up. Feet flat on the floor most of the time.  Holds sticks or mallets properly most of the time with correct posture and distance from the instrument.	Holds instrument properly. Sits up straight with head up. Both feet flat on floor.  Holds sticks or mallets properly with correct posture and distance from instrument.	
<b>Tempo/ Steady Beat</b>	Rarely maintains a steady beat. Plays at own tempo.	Maintains a steady beat some of the time. Plays at own tempo.	Maintains a steady beat through most of the excerpt at teacher given tempo.	Maintains a steady beat through entire excerpt at teacher given tempo.	
<b>Rhythmic Accuracy</b>	Gives few notes and rests proper value. (more than 4 errors)	Gives some notes and rests proper value. (3-4 errors)	Gives most notes and rests proper value. (1-2 errors)	Gives all notes and rests proper value.	
<b>Pitch Accuracy</b>	Plays few pitches correctly. (more than 4 errors)	Plays some pitches correctly. (3-4 errors)	Plays most pitches correctly. (1-2 errors)	Plays all pitches correctly.	
<b>Intonation</b> (Breath Support)	Breath support unsteady. Few pitches in tune and even. (more than 4 errors)	Breath support steady sometimes. Some pitches in tune and even. (3-4 errors)	Breath support mostly steady. Most pitches in tune and even (1-2 errors)	Excellent breath support keeps pitches in tune and even.	
<b>Articulation</b> (winds) <b>Sticking/Tech</b> (percussion)	Rarely plays the articulations marked in the music. Rarely uses alternate sticking. (more than 4 errors)	Plays some of the notes with the articulations marked in the music. Plays some of the rhythms with alternate sticking. (3-4 errors)	Plays most notes with the articulations marked in the music. Plays most of the rhythms with alternate sticking. (1-2 errors)	Plays all notes with the articulations marked in the music. Plays all of the rhythms with alternate sticking.	
<b>Dynamics</b>	Rarely plays the marked dynamics in the music. (more than 4 errors)	Plays some of the marked dynamics in the music. (3-4 errors)	Plays most of the marked dynamics in the music. (1-2 errors)	Plays all of the marked dynamics in the music.	
<b>Phrasing</b>	Rarely creates a flowing line of music. Breathes often, breaking the musical idea.	Creates a flowing line of music some of the time. Sometimes breathes in between phrases.	Creates a flowing line of music most of the time. Usually breathes in between phrases.	Creates a flowing line of music. Breathes in between phrases so as not to break the musical idea.	
<i>Additional Comments</i>					<i>Total Score</i>