Iditarod Extension Project Matrix

Verbal-Linguistic	Logical -Mathematical	Kinesthetic	Visual-Spatial	Musical	Interpersonal	Naturalist
Pretend you are a dog and write a story about your life on the trail. Use clip art and border.	Calculate the rate/distance for the trail, and project how long it would take to complete the race. Use Excel®.	Demonstrate a typical Eskimo dance, and explain its history.	Create a dog sled using popsicle sticks.*	Write a song about the trail, dogs, or cold.	Compare the training of these dogs to your own personal training for a sport you are involved in.	Create a diorama of the arctic tundra. Use the internet to explain two different types of tundra foliage.
Write a journal blog as if you were a musher on the trail. Your audience is a class following your progress.	Determine how many pounds of dog food are necessary to feed 14-16 dogs up to 10,000 calories of food per day, and its weight.	Make a game based on the Iditarod Trail Dog Sled race.	Create a harness assembly for a team of 12 dogs using ribbon.*	Write a poem about a dog that wants to lead. Set it to music using Garageband®	Contact a musher you have followed through a website. Print all conversations with your musher. Write your thoughts about it.	Explain the impact of the Coriolis Effect and its relation to the wind speeds along the Bering Sea. How do these wind speeds compare to our hurricanes?
Become a ghost who lives in Iditarod. The only company you get once a year is when the race is on. Keep a diary.	Track the weather for 7 days in Anchorage and Nome. Create a bar graph to show the change from day to day by using Microsoft® Excel.	Demonstrate mushing techniques, model the language of mushing and explain origin.	Create a map of the Jr. Iditarod Trail Dog Sled race and fill out the application to participate in it.	Find a recording of a musher using commands to lead his dogs. Teach commands to class.	Imagine you live in one of the small villages along the trail. There are no hotels, so mushers stay with families. What would he/she experience if they stayed with you?	Create a model of the earth on its tilt to describe the long dark winters and bright summers of the polar regions.
Write a short story about mystery that takes place on the trail. Package it like a book with cover, dedication, and info about you.	Compare the number of participants who have started the race with the number who finish it, then compare that to a previous year. Calculate percentages.	Design a dog parka and bootie set to market to a musher and create a commercial for it using iMovie® or Powerpoint®.	Present a slide show using Powerpoint®.to show the trail or life of a sled dog. Use www.iditarod.com as the primary source for photos.	Fill an iPod. Create a playlist of appropriate titles of songs for mushers alone on the trail. Include artist.	Contact a local veterinarian to talk about animals as athletes, e.g. horses and greyhound dogs. Discuss the dangers to the animals and what owners can do to protect the animal. Share your research.	Describe the origins of the Siberian Husky and why they are well suited for temperatures that are far below zero degrees Fahrenheit. How would these dogs do in Florida?

*All projects must demonstrate use of technology. If building a model, a print out of the image used to build or create your project must be submitted. All projects must be typed.

Pompano Beach Middle School
Iditarod Project Rubric
Project Description <small>(from matrix)</small>

Name: _____   Teacher: _____

Date : _____   Title of Work: _____

	Criteria				Points
	1	2	3	4	
Presentation	Minimal effort shown. Project does not reflect the student's learning style.	Some effort shown. Project was put together with some effort, but could have reflected greater understanding of the project selected.	Project is acceptably put together. Effort is evident.	Project selected shows student truly understood the task and demonstrated mastery of the task.	____
Technology	Project uses no technology.	Project used minimal technology.	Project used technology with evidence of proficiency.	Project demonstrates complete mastery of the selected technology.	____
Timeliness	Project turned in three or more days late.	Project turned in two days late.	Project turned in one day late.	Project turned in on time.	____
Neatness	Project is handwritten.	Project is typed, but there are typos, misspellings, and grammatical errors.	Project is free from errors.	Project is free from errors and demonstrates mastery of artistic presentation.	____
Creativity	Project reflects no creativity and is simply copied from another source.	Project shows some creativity, but is mostly work copied from another source.	Project shows creativity and good use of sources.	Project is very creative and demonstrates that the student chose the best project for his or her learning style.	____
				Total---->	____

Teacher Comments: