

## ASL 2 Final Project: YOU PICK FOUR:

Choose one activity from each of the four columns. You will complete a total of 4 activities worth 50 points each. (4 x 50 = 200 points possible). This project is worth TWO test grades.

	A (Pick 1)	S (Pick 1)	L (Pick 1)	2 (Pick 1)
1	<b>ASL Handshape Book:</b> Create a book showing signs/concepts for each ASL handshape. Ex: CL:F small round object-coin, button	<b>ASL/Deaf History Timeline:</b> Make an illustrated, poster-sized timeline of at least 15 significant Deaf history events.	<b>ASL Storybook:</b> Write and illustrate a children's story in ASL. At least ten 2-page spreads, illustrated, with ASL glosses for the story.	<b>ASL Tutorial Video:</b> Create a video that shows you demonstrating basic signs to a friend/family member. You must teach him/her at least 10 signs and give them feedback. (This must be posted in Google classroom)
2	<b>Deaf Art:</b> Draw, paint a picture, or sculpt in the style of a famous Deaf artist. Write a 3 paragraph essay explaining your artist's style, the meaning of your own artwork, and explain how your art is similar to the Deaf artist's style.	<b>Deaf Figure Trading Cards:</b> Create trading cards to illustrate 15 famous Deaf people. Must have a picture of the person, key facts, contributions to Deaf world, etc.	<b>ASL Card or Board Game:</b> Create a card or make/repurpose an existing board game to practice ASL vocabulary, grammar, or knowledge of Deaf culture/history. Ex: ASL Trivial Pursuit, ASL Bingo, ASL CandyLand, ASL Go-Fish, etc. Must include written instructions on how to play the game.	<b>Deaf Culture ABC book:</b> Create an ABC book featuring facts about 15 famous Deaf people, Deaf history events, or Deaf culture facts. Ex: G is for Gallaudet- the famous university in Washington, D.C.

*Assigned on: Tuesday, April 25, 2023 All projects are due on Friday, May 12, 2023*

*Each piece of LATE WORK will have 5 points deducted for every calendar day past the deadline*

## ASL HANDSHAPE BOOK PROJECT

Create an ASL handshape book. Your book should include:

- ☐ An attractive, colorful, neat cover with a title, picture, your name, and your block number.
- ☐ A minimum of 10 ASL handshapes on 10 pages.

### **Handshapes: alphabet letters, numbers, and classifiers**

For each handshape, you must include:

- ☐ Three pictures of ASL signs that use that handshape.
- ☐ A picture to illustrate the meaning of each sign and a label identifying it
- ☐ An ASL sentence (gloss) using each sign in context

**MAKE SURE TO DO A NEAT, ATTRACTIVE JOB AND BE CREATIVE!**



	10 Points	8 Points	6 Points	3 Points
Cover	Cover includes a title, neatly drawn and colored picture, your name, and block number.	The cover picture is not very neat or there is one item missing.	The cover picture is messy or there are more than two other items missing.	Cover is blank or has only 1-2 items.
Illustrated Handshapes	There are at least 10 pages with at least 10 handshapes	There are 8-9 pages with 8-9 handshapes	There are only 6-7 pages with 6-7 handshapes	5 or fewer pages & handshapes
Signs, Labels & Examples	Each handshape has more than 3 signs w/labels and examples (pictures of meanings)	2 signs w/labels, 2 example pics (missing 1 element)	1 sign w/label, 1 example pic of meaning (missing 2 elements)	Missing 3+ elements
ASL Glosses (10 handshape- 3 signs in 3 glosses each)= 30 glosses	All 30 sentences are written with correct ASL glosses	25+ ASL glosses are accurately written	15+ ASL glosses correctly written	14 or fewer correctly written ASL glosses
Presentation	Book looks well planned and organized. Student effort is evident. Excellent job overall.	Book looks planned and mostly organized. Student effort is evident. Good job overall.	Book looks partially planned and somewhat organized. Partial student effort is evident. Minimum requirements met.	Book is messy, disorganized or incomplete. Student effort not evident. Project does not meet minimum expectations.

Total Points: \_\_\_\_\_/50 possible

### Deaf Artwork Project:

For this project, you will draw, paint a picture, or create a sculpture based on the work and style of a famous Deaf artist. You may choose one from this list or find one on your own to inspire your project. (You are not limited to artists from the 20<sup>th</sup> century. Historical Deaf artists are also acceptable.) Write 4-5 paragraphs explaining the meaning of the artwork you created and how it relates to the Deaf artist's style/themes.

Examples of works by some famous Deaf artists:

<p>Betty G. Miller</p> 	<p>Douglas Tilden</p> 	<p>Nancy Rourke</p> 
<p>Chuck Baird</p> 	<p>Granville Redmond</p> 	<p>John Brewster, Jr.</p>  <p>One Shoe Off, 1897 John Brewster, Jr.</p>

Visit this website for more Deaf artists: [www.deaf-art.org](http://www.deaf-art.org)

## Deaf Art Project Grading Rubric

Criteria			
Creativity	<b>25 points</b> Work is exceptionally unique, detailed and interesting.		<b>15 points</b> Work is somewhat unique. Shows some developing ideas but not very original.
	<b>20 points</b> Work is generally unique, detailed, and interesting.		<b>10 points</b> Work is slightly unique. Looks very similar to the examples given.
Craftsmanship	<b>12 points</b> Work done with exceptional care and attention to details and neatness.		<b>8 points</b> Work done with average care and attention to details and neatness.
	<b>4 points</b> Work done with little to no attention to details or neatness.		
Completion	<b>5 points</b> Assignment followed and fully completed		<b>3 points</b> Assignment followed but work is only partially complete
	<b>1 point</b> Assignment not followed and work is incomplete		
Written Component	<b>8 points:</b> 4-5 paragraphs written to explain the meaning of the artwork created and how it relates to the Deaf artist's style.	<b>6 points:</b> 3-4 paragraphs written to explain the meaning of the artwork and how it relates to the Deaf artist's style.	<b>4 points:</b> 2-3 paragraphs written to explain the meaning of artwork and how it relates to Deaf artist's style.
			<b>2 points:</b> 1-2 paragraphs written to explain the meaning of artwork and how it relates to Deaf artist's style. <b>1 point:</b> 1 paragraph or less: Partially written explanation of artwork and/or how it relates to Deaf artist's style. Missing 1 or more key elements.
Total Points:			

## ASL/Deaf History Timeline:

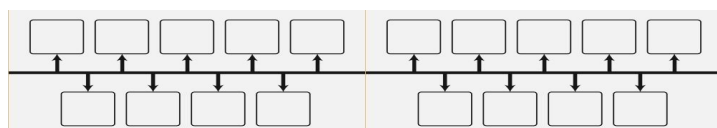
Choose **fifteen** events in Deaf/ASL history and put them on a **poster-sized timeline**. List the date, location, participants, and the significance of each event. You must include **five pictures** illustrating the events. Your title and information must be written or typed clearly and be visible from several feet away. **You are not limited to the events on the list below.**

### Examples of Events in Deaf History:

Thomas Gallaudet's travels to Europe	Invention of the TTY	Deaf President Now	Milan Conference
Opening of American School for the Deaf (Hartford, CT)		Founding of National Association of the Deaf (NAD)	
Gallaudet University chartered	Marlee Matlin's Academy Award win	Americans With Disabilities Act (ADA)	
CODA film's Oscar Win	Invention of Video Relay service	Opening of state schools for the Deaf	
National Technical Institute of the Deaf (NTID) established		National Theatre of the Deaf	

### RUBRIC:

ASL/Deaf History Timeline Project Criteria	Points Possible	Points Earned
Creativity/ Organization/Neatness	10	
15 total events on timeline	10	
Chronological order	10	
Labels/descriptions of events (significance)	10	
5 Pictures included	10	
<b>Total:</b>	<b>50</b>	<b>Score:</b>



### Deaf Figure Trading Cards Project:

Choose **fifteen famous Deaf people** from the following list (or choose your own). Create a trading card for each person with information about his/her life, including key facts, how he/she became Deaf, contributions to the Deaf world, etc. Be creative. Be colorful! Trading cards can be index sized (3x5 inches) or larger, if you prefer. Remember that each card must have a **picture on the front and information on the back**. Cards must have a citation showing where you found your information.

#### Famous Deaf People:

Marlee Matlin	Sean Berdy	Nyle DiMarco	Bernard Bragg	Regina Olson Hughes	Chuck Baird
Andrew Foster	Douglas Tilden	Dummy Hoy	Helen Keller	Heather Whitestone	Juliette Gordon Low
Laurent Clerc	I. King Jordan	Linda Bove	Nancy Rourke	Claudia Gordon	Matt Hamill
Ella Mae Lentz	Deanne Bray	Troy Kotsur	Rosa Lee Timm	Sean Forbes	Sue Thomas
Shirley Allen	CJ Jones	Ashley Fiolek	John Maucere	Lauren Ridloff	Phyllis Frelich

### Deaf Figure Trading Card Rubric:

Criteria	Excellent	Good	Fair	Poor
Content & Knowledge of Topic: Each card includes the name, key facts, and contributions of the person to Deaf culture, and research website listed. The information demonstrated knowledge of individual related to Deaf culture. All information is accurate.	25	15	10	5
Trading Cards: A total of 15 cards were created. All directions were followed.	5		3	
Aesthetics: The cards are neatly made, with clear pictures and writing/text. They are pleasing to look at: colorful and creative.	20		10	
Total points:				

# ASL Storybook Project

For this assignment, you will create an illustrated ASL storybook for children. Your storybook should have 5 basic parts: cover, spreads, ASL grammar, story, and writing.

**Cover-** The cover needs to include a title, author's name, your name, block number, and a hand drawn picture. The picture needs to be neatly drawn and colored. Feel free to be creative and come up with an original cover artwork. Remember that people do judge books by their covers.

**Spreads-** A spread is two pages that are side by side. To receive full credit on this part you must have 5 spreads that have a hand drawn and colored picture and writing on each page. Remember that five spreads is the minimum to receive full credit, you may go above and beyond.

**ASL Grammar-** Editing is a vital part of the writing process. Please write a rough draft and have a number of people edit your writing.

**Story-** Your book needs to include characters, setting, and a clear plot- beginning, middle, and ending. You must write these elements into your story just like a real author.

**Writing-** Every page needs at least one full sentence or ASL concept.



## ASL STORYBOOK PROJECT RUBRIC

	10 Points	8 Points	6 Points	4 Points
Cover	Cover includes a title, neatly drawn and colored picture, author's name, your name, and block number.	The cover picture is not very neat or there is one item missing.	The cover picture is messy or there are more than two other items missing.	Cover is blank.
Spreads <b>A spread is two pages side by side.</b>	There are at least 5 spreads with writing and a hand drawn, colored picture on each page.	There are 4 spreads with writing and a picture on each page.	There are only 3 spreads with writing and a picture on each page, or there are numerous spreads missing writing or a picture.	There are less than 3 complete spreads.
ASL Grammar (glosses)	There are 2 or fewer grammar mistakes.	There are 3-4 grammar mistakes.	There are 5-6 grammar mistakes.	There are 7 or more grammar mistakes.
Story	The story includes characters, setting, a clear beginning, middle and end. The story flows and makes sense.	The story makes sense, however one literary element is missing or not clearly defined.	The story has two elements that are missing or not clearly defined.	The story doesn't make sense or there are more than two elements that are missing.
Writing	Every page has at least one full sentence.	One page does not contain a full sentence.	Two pages do not contain a full sentence.	Three or more pages do not contain a full sentence.
Total Points:				



## Create an ASL Game Project

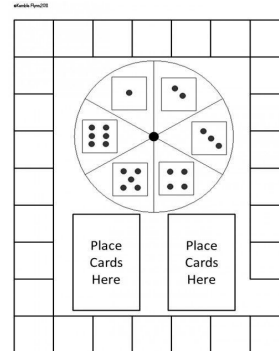
**Directions:** To complete this project you will create a game that can be played by 2 or more players. The game may be in the form of a board or card game and all items needed to play must be student created. The focus of the game should cover topics taught in ASL 1 and ASL 2 (grammar, vocabulary, Deaf history, Deaf culture facts, etc).

Use the following checklist to help guide you through the steps of creating your own game. All items must be completed and submitted as a part of your project.

- ☐ 1. Game board/Playing Pieces or Game Cards (deck)
- ☐ 2. Game Play Brochure:
  - Title Panel- title of game, name, class, date
  - Inside Panels- goal/purpose of the game, directions, pictures
  - Back Panels- pictures and other miscellaneous information

### ASL Game Project Rubric

CATEGORY	Points Possible	Points Earned
<b>Brochure:</b> <b>Attractiveness &amp; Organization:</b> The brochure has exceptionally attractive formatting and well-organized information.	20	
<b>Game Play:</b> The rules of the game are easy to follow. Players get equal time to participate and all players benefit from involvement in the game.	10	
<b>Game Board or Playing Cards:</b> All game pieces and components match the rubric descriptions. Game pieces are colorful and attractive.	20	
<b>Total</b>		



### ASL Tutorial Video:

Create a video that shows you demonstrating basic signs to a friend or family member.

Introduce yourself and your "student" before you start the lesson.

Then, teach him/her at least 10 signs (from a single category- ex: animals, manners, foods, etc.).

Use pictures/flashcards to help you. Don't just say "This is DOG." Show a picture and the sign. Make it visual!

Model the signs first, and then let the student sign back to you.

Remember to give feedback (ex: "Good job!" or "Use this handshake instead.")

You can also teach phrases and the manual alphabet, numbers, etc.

The goal is to share your knowledge.

Criteria:	Excellent	Good	Fair	Poor
<b>10 accurate ASL signs demonstrated</b>	30 points All signs are accurate and multiple examples are given, used in phrases/sentences	20 points All signs are accurate, 1 example given, a few phrases/sentences	10 points All signs are accurate, 1 example given only	5 points- Not all signs are accurately demonstrated, no examples given
<b>Tutor reviews signs with "student" and gives feedback-corrects as needed.</b>	20 points Tutor gives at least three praises or corrections during the lesson.	15 points Tutor gives three or fewer praises or corrections during the lesson.	10 points Tutor gives only one praise or correction during the lesson.	5 points Tutor gives no feedback to the student during the lesson.
<b>Total points:</b>				

### Deaf Culture ABC Book:

Create a Deaf Culture ABC book. Each page should feature a fingerspelled letter of the alphabet and a Deaf culture fact or famous Deaf person that pertains to the letter. Include a picture to illustrate the subject, and give a sentence explaining its significance to Deaf culture/community. Your book should include a cover with a title, picture, your name, and the block number. You should have at least 10 spreads (2 pages side by side) with at least 1 letter per page (**15 total letters**). Make sure to do a neat, attractive job and be creative!

Example: G  is for **Gallaudet**, the first Deaf university in the world.

### Rubric

<b>Cover</b>	Cover includes a title, neatly drawn and colored picture, your name, and block number. <b>15</b>	The cover picture is not very neat or there is one item missing. <b>12</b>	The cover picture is messy or there are more than two other items missing. <b>9</b>	Cover has fewer than 2 elements required. <b>6</b>
<b>ASL letter &amp; illustrated topic</b>	Each letter has a labeled picture w/explanations <b>25</b>	Each letter has picture; some have explanations <b>20</b>	Missing labels or explanations for 2-3 letters/pics <b>15</b>	More than 3 letters are missing pics/labels/explanations <b>10</b>
<b>Presentation</b>	Book looks well planned and organized. Student effort is evident. Excellent job overall. <b>10</b>	Book looks planned and mostly organized. Student effort is evident. Good job overall. <b>8</b>	Book looks partially planned and somewhat organized. Partial student effort is evident. Acceptable job overall. <b>6</b>	Book is messy, disorganized or incomplete. Student effort appears minimal. Project does not meet minimum expectations. <b>4</b>

Total Points: \_\_\_\_\_/50 possible