AP Calculus AB – Final Exam Review Rubric

The Final Exam Review Project is a unique strategy to assist students in learning how to interpret math. This method will also give students a chance to think and internalize previous knowledge and newly acquired concepts.

1. Each class will be divided into 4 **groups** that cover the Chapter sections within each Review Quadrant.
2. Each Group will design a Game – 2 Games will be played on Jan 9th & 2 Games will be played on Jan 10th. (All Seniors who have a possibility of being Exempt from the Final Exam MUST be in Jan 9th Game Presentation Groups.)

Each group will select 1 Quadrant of Review Topics.		
Limits – Geometric & Algebraic Derivatives – Chain Rule & Chart Values Optimization Area Arc Length Trig Integrals – Trig Inverses		Limits – Infinity Derivatives Trapezoid Rule f, f', and f'' graphs both directions Volume rotated about axis & lines Trig Integrals – U - Substitutions
Limits – Forwards & Backwards Set – ups Derivatives – Exponential & Logarithmic Functions Slope Fields Cross Sections – circles, squares, & triangles Trig Integrals – Quadratics		FTC – Part 1 & Part 2 Related Rates 1st & 2nd Derivative Tests & Analysis RAM Surface Area & Shell Method Trig Integrals – Powers & Products

3. Grading Scale:

30 pts	Math Concepts (Difficulty Levels & Mathematical Correctness)
20 pts	Creativity & Game Structure
20 pts	Oral Presentation & Organization
10 pts	Teamwork /Group Participation / Class Involvement
10 pts	Time Limit = at most 40 minutes
10 pts	Promptness - (10 pts = on time or 10 pts off for each day late) **Jan 9th & Jan 10th**

4. Each group will demonstrate the mathematical concepts that are in each pre-selected chapter sections in a creative, informative, and engaging Game presentation.
5. The Game can be a board or Digital Game, but it must be available for future usage by Ms. Blackwell.

6. The following are some items of interest to consider:

Learning Styles			*Learning Pyramid*	
			Lecture	5%
			Reading	10%
Verbal / Linguistic	Logical / Mathematical		*Audio-Visual*	20%

Visual / Spatial	Bodily / Kinesthetic		*Demonstration*	30%
Musical / Rhythmic	Intrapersonal		*Discussion Group*	50%
Interpersonal	Naturalist		*Practice by Doing*	75%
			Teach Others/Immediate Use of Learning	90%
			National Training Laboratories Bethel, Maine	

7. Good Luck & Have Fun!