

SAMPLE SCORING RUBRIC



Student teams in ALL categories are assessed by a team of volunteer judges. Many judges are current or retired art teachers from across the state, and we also look to involve professionals from the category areas whenever we can. A sample rubric of the criteria used by are judges is outlined below. Our goal is to provide each team with both quantitative and qualitative feedback on teams creative solutions, and share the feedback with you following the event.

least effective most effective

❖ **Portfolio of Research and Planning:** Review for: evidence of research, cultural connections, brainstorming, sketches, problem solving, development of drawings, models, documentation of process, reflections. Exhibited with main entry, labeled accordingly.

1. Evidence of Brainstorming	1	2	3	4	5
2. Evidence of Research	1	2	3	4	5
3. Clear Presentation of Planning & Resources	1	2	3	4	5

Feedback Considerations:

❖ **Long Term Design Solution**

4. Imagination/Originality/Risk Taking	1	2	3	4	5	6	7	8	9	10
5. Communicates/Answers the Problem	1	2	3	4	5	6	7	8	9	10
6. Quality/Craftsmanship of Presentation	1	2	3	4	5	6	7	8	9	10

Feedback Considerations:

❖ **Spontaneous Problem Solution:** Materials include: White drawing paper (8 pieces- 18x24), Colored Paper (8 pieces- 12x18), Masking tape, Box 24 Crayons, Scissors, Glue Stick, Pencils, Erasers, Magazines, 3 ft long String, Large plastic bag, Drawing board FOR FASHION TEAMS: The catwalk 1 minute performance/presentation is the Spontaneous Problem.

7. Imagination/Originality/Risk Taking	1	2	3	4	5
8. Communicates/Answers the Problem	1	2	3	4	5
9. Overall Presentation	1	2	3	4	5

Feedback Considerations:

Grand Total out of 60