

Judges Name / Cell Phone number:

Grading Rubric for Original Design Project (CT Fair)

(assign 0-2 points per category; half-points are okay)

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<i>(Note: ½ point allowed)</i>	0 Points (Poor)	1 Point (Good)	2 Points (Excellent)	Example Questions to Ask
Problem - Complexity	Obvious/typical problem with limited scope	New take on a typical problem with some extended scope	Novel/innovative problem that is complex	<i>Who would want to use this project?</i>
Solution - Fit	Solution seems unconnected to problem	Solution handles most of the problem, but may leave some aspects unaddressed	Solution elegantly and completely fits the problem	<i>How would this project be useful or helpful to people?</i>
Solution - Creativity	Solution has been seen before for similar problems	Solution may follow typical patterns, but has some interesting aspects	Solution is unexpected or imaginative and not commonly seen	<i>How did you come up with the idea for this project?</i>
Solution - Depth	Solution is trivial	Solution involves some complexity in design	Solution requires extensive knowledge of problem and advanced design	<i>Are there any special features you added to this project?</i>
Presentation - Effectiveness	Unclear explanation of ideas (jumbled, confused, etc.)	Clear but simple explanation of ideas that requires questions from judges to understand full scope	Clear and detailed explanation of project that highlights all important aspects	<i>Tell me all about how your project works.</i>
Presentation - Enthusiasm	Student seems bored/uninterested in their own project	Student seems to enjoy their project, but doesn't seem fully passionate	Student is overtly passionate about their work and excited to share as much as possible	<i>What's your favorite part of this project?</i>
Poster - Completeness (problem statement, motivation, implementation, discussion, conclusion)	Poster does not include all sections	Poster includes all sections but may be messy or undetailed	Poster includes all sections presented clearly and in detail	<i>(look at poster)</i>
Effort	Student stayed easily within their own abilities	Student tried a few new techniques, but mainly stuck with what they already knew how to do	Student went out and learned new skills in order to create this project	<i>What challenges did you face when you made this project? Did you have to learn how to do anything new?</i>
Mastery	Student seems unfamiliar with the details and implementation of their project	Student knows how their project works, but may not fully grasp some of the coding details they looked up	Student knows exactly how each element of their project works and can explain all code and design choices	<i>Why did you choose to do ___? Show me how ___ works.</i>
Overcoming Adversity	Student faced no obvious challenges and comes from tech background	Student faced some challenges (disability, access, etc.) OR comes from a non-tech background	Student faced challenges (disability, access, etc.) AND comes from a non-tech background	<i>How did you learn how to code? Did anyone in your family teach you? Were there any challenges for you to learn how to code?</i>