

**GREAT FALLS PUBLIC SCHOOLS
STEAM EXPO Rubric**

RUBRIC COMPONENTS	POINT SCALE			
	4 Strongly agree	3 Agree	2 Somewhat disagree	1 Disagree
<p>BOOTH DESIGN AND ENHANCEMENT Props and visuals enhance the content and draw in the audience.</p>				
<p>COMMUNICATION Information is articulated and presented in a clear, logical and sequential way in both written and oral contexts.</p>				
<p>CREATIVITY AND INNOVATION A strong creative approach, processes and ideas are used in the design and implementation.</p>				
<p>ICT/Media (INFORMATION, COMMUNICATIONS AND TECHNOLOGY and/or Media Use) The project integrates a variety and multiple forms of technology tools and/or media (in a safe, ethical and legal ways) to research, organize, and evaluate the topic.</p>				
<p>CONTENT The topic is accurately researched and depicted and relates to STEAM</p>				
<p>PROJECT IMPACT The project can/did impact classroom, school, and or the community and the project extends and connects to other experiences and real-world scenarios.</p>				
<p>RESEARCH/ INQUIRY/ PROBLEM SOLVING The project strongly demonstrates intentional planning, research, inquiry, problem solving, and critical thinking. Reasoning, interpretation of data and explanations of information and conclusions are effectively made based on evidence.</p>				
<p>STUDENT INTERVIEW The student(s) is very engaged and understands the project. The presentation is well organized and presented in a professional manner.</p>				
TOTAL SCORE (32 points possible)				

Additional Comments:

