

Computer City Design (0-80 Points)

Rubric Score Sheet Guide

_____ Judge's Name

Future City Name: _____

School Name: _____

Criteria	Rubric point scale						Score
	0	1	2	3	4	5	
<p><i>City Layout Criteria</i></p> <p>1. Do the residential areas have higher property values?</p>	Majority of city light red - very low values.	Majority of city red - low values.	Majority of city dark red - low to medium values.	Majority of city dark green - medium values.	Majority of city green - medium to high values.	Majority of city light green - high values.	
<p>2. Is there adequate coverage of police stations and fire stations?</p>	None.	Either some police coverage or some fire coverage.	Some police coverage and some fire coverage.	Adequate police and fire coverage. Not all populated areas covered.	Excellent coverage for either police or fire.	Excellent police and fire coverage. Interlocking circles for police and fire coverage.	
<p>3. What is the life expectancy and education by age of the Sims?</p>	Life expectancy of 30 or below and education by age of 40 or below for at least 5 age groups.	Life expectancy of 30 or more and education by age of at least 40 and above for at least 5 age groups.	Life expectancy of 40 or more and education by age of at least 40 and above for all age groups.	Life expectancy of 50 or more and education by age of at least 80 and above for all age groups.	Life expectancy of 60 or more and education by age of at least 120 and above for all age groups.	Life expectancy of 70 or more and education by age of at least 160 and above for all age groups.	
<p>4. Are there factories located in the city?</p>	None	Only 1 type of factory.	Only 2 different types of factories.	3 different types of factories.	4 different types of factories.	5 different types of factories.	
<p>5. Are there high-tech industries located in the city?</p>	None	Presence of one of any type.	Presence of one of any type (2 or more total buildings).	Presence of two of any type.	Presence of two of any type (4 or more total buildings).	Presence of three different types of high-tech industry.	

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6. Are there agricultural areas located in the city?	No farms	1 Farm	2 Farms	3 Farms	4 Farms	5 or more Farms	
7. Are there sufficient forms of recycling & garbage disposal facilities located in the city?	None	One form of garbage disposal with no recycling centers.	Two forms of garbage disposal and One recycling center used.	Two recycling centers and Two forms of garbage disposal used.	Three recycling centers and One form of garbage disposal used.	At least Five recycling centers used.	
<i>Energy Criteria</i>							
1. Is there power to all areas within the city?	No Power (0% Powered)	Large areas without power (Approx. - 1% to 50% Powered).	Many areas without power (Approx. - 51% to 75% Powered).	Many areas with Power (Approx. - 76% to 95% Powered).	Small areas without power (Approx. - 96% to 99% Powered).	100% Powered.	
2. Is there water to all areas within the city?	No Water Systems (0% Watered)	Large areas without water systems (Approx. 1% to 50% Watered).	Many areas without water (Approx. 51% to 70% Watered).	Many areas with water systems (Approx. 71% to 90% Watered).	Small areas without water systems (Approx. 90% to 99% Watered).	100% Watered	
3. Is water pollution under control?	Overall picture is "red" for water.	Overall picture is "light red" for water.	Overall picture is "orange" for water.	Overall picture is "light orange" for water.	Overall picture is "orange" to "yellow" for water.	Overall picture is "light yellow" for water = "clean".	
<i>Transportation Criteria</i>							
1. Are the Sims using the following Public Transportation Systems? 1. Passenger Train 2. Subway 3. Monorail 4. Buses 5. Ferry	No coverage.	Sims using One public transportation system.	Sims using Two public transportation systems.	Sims using Three public transportation systems.	Sims using Four public transportation systems.	Sims using all Five public transportation systems.	
2. What is your Sims average commute time?	80 minutes or more.	70 minutes or less.	60 minutes or less.	50 minutes or less.	40 minutes or less.	20 minutes or less.	

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3. Are the Sims using the freight train and freight truck system?	No coverage.	Both or at least 1 white = minimal coverage, freight train <u>OR</u> freight truck.	Both or at least 1 light grey = average coverage, freight train <u>OR</u> freight truck.	Both or at least 1 dark grey = adequate coverage, using both systems or one system <u>minimal coverage.</u>	Both or at least 1 light blue = uniform coverage using 1 or both systems.	Both dark blue = uniform city-wide distribution of freight train and freight truck service.	
4. Is there a seaport and airport in the city?	Neither seaport <u>NOR</u> airport present.	Either a seaport <u>OR</u> landing strip.	Either a seaport <u>OR</u> small municipal airport present.	Seaport <u>AND</u> small municipal airport present.	Either seaport <u>OR</u> International airport present.	Both seaport <u>AND</u> International airport present.	
<i>Recreation Criteria</i> 1. Are there an adequate number of recreation areas?	No recreational	One to Three recreational areas.	Four to Six recreational areas.	Seven to Eleven recreational areas.	Twelve to Fourteen recreational areas.	Fifteen or more recreational areas.	
2. Have the Sims received any rewards?	No rewards.	One reward.	Two rewards.	Three rewards.	Four rewards.	Five or more rewards.	
					Total Points (0-80)		