

Future City Model Score Sheet

(0-120 Points)

Judge's Name

Future City Name: _____

School Name: _____

The judging teams will complete this section. This score sheet is to be used in conjunction with the City Model rubric. Judges will answer these questions and assign a point value based on the rubric for each question. (See Rubric for point values)

1. Creativity (20 points)		Score
(a) Illustration of futuristic designs Futuristic designs can include: buildings or structures, city location (outer space, underwater), infrastructure components (mag lev train, space elevator), and adaptations for difficult locations (polar ice cap, desert). While futuristic, the model should be recognizable as a city.	0-10 points	
(b) Appearance Model aesthetics: color, graphics, sizes, shapes, and layouts. Modeling of realistic and identifiable elements (flora, fauna, and landscapes).	0-10 points	
2. Accuracy and scale (10 points)		
(a) Quality workmanship and Age Appropriateness Not related to attractiveness. Model should be durable (within reason). It should exhibit time and care in construction. Model is constructed by the students with the oversight and advice of the adults.	0-10 points	
(b) Model Scale: _____ Scale is chosen by team and indicated on the Model ID card. Scale is appropriate to accurately model that section of the city. The section modeled by the team, provides sufficient detail to understand city design and function. Scale is applied accurately horizontally and vertically.	0-10 points	
3. Infrastructure and Design (40 points)		
(a) Demonstration of infrastructure (water, power, roads, rail, etc.) Model includes typical components of city infrastructure, such as: transportation systems, communications, utilities (power, water, waste), public buildings, and public spaces. Other futuristic components such as domes or teleports may also be shown.	0-10 points	
(b) City zones, structures and interconnectivity Model includes examples of typical city zones and structures (residential, commercial, industrial, government facilities, parks and recreation). There is Interconnectivity of zones, transportation components, and city services.	0-10 points	
(c) Innovative solutions Model illustrates innovative solutions to city problems: traffic and transportation, environment, utilities, city services, etc.	0-10 points	
(d) Water resources Illustration Does the model include any examples of water resources (of any kind)? The engineering problem the team was asked to solve in their essay was to make homes self-sufficient in terms of water usage. Does the model include any of these elements?	0-10 points	
4. Moving Part Component (20 points)		
(a) Moving part innovation and Quality of Workmanship Motive power for the moving part(s) may come from almost any source except for electrical wall socket. Part should exhibit time & care in construction. It should be durable & movement repeatable.	0-10 points	
(b) Moving part relationship to the design or function of the city Moving part is integral or closely related to the function or design of the city.	0-10 points	
5. Use of Recycled Materials (20 points)		
(a) Amount of recycled materials used Team is encouraged to use recycled materials (items that would go in the home recycle bin) to construct the model.	0-10 points	
(b) Creative usage of recycled materials Recycled materials used "as is" or refined to serve the purposes of the model. Imaginative or unusual recycled materials applied in interesting or unique ways (with or without modification).	0-10 points	
Total Points (120 points)		