

City Model Score Sheet (0–120 points)

Judge's Name
Future City Name
School Name

0 No Points	2 POOR	4 FAIR	6 GOOD	8 VERY GOOD	10 EXCELLENT
Requirements missing	Poor-Fair quality. Fulfills at least 20% of requirements.	Fair-Average quality. Fulfills at least 50% of requirements	Average quality. Fulfills at least 90% of requirements.	Above average quality. Fulfills 100% of requirements.	Excellent quality. Fulfills 100% of requirements. Additional distinctive features.

I. CREATIVITY (20 points)	0	2	4	6	8	10	Score
1. Illustration of Futuristic Designs <ul style="list-style-type: none"> Buildings and/or structures Infrastructure (mag-lev, space elevator) Location (outer space, underwater, ice cap, desert) Plausible and recognizable as a city 							
2. Appearance <ul style="list-style-type: none"> Use of color, graphics, shapes, etc. Realistic elements (flora, fauna, landscapes) Pleasing, not distracting 							
II. QUALITY AND SCALE (20 points)	0	2	4	6	8	10	Score
3. Quality Workmanship and Age Appropriateness <ul style="list-style-type: none"> Age appropriate for 7–8th grade Quality construction Reasonably durable 							
4. Model Scale: _____ <ul style="list-style-type: none"> Consistent scale throughout model Applied horizontally and vertically Appropriate scale chosen to create a good city model 							
III. CITY DESIGN (50 points)	0	2	4	6	8	10	Score
5. City Design and Livability <ul style="list-style-type: none"> Well planned design and layout (neighborhoods, green spaces, streets) Accessibility, functionality, mixed-use Eco-management: sustainability, landscape conservation 							
6. Zones & Interconnectivity <ul style="list-style-type: none"> Variety of city zones, structures, infrastructure components Interconnectivity of zones and components Transportation: pedestrian, personal, public, goods & services 							

City Model Score Sheet (0–120 points) (continued)

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Requirements missing	Poor-Fair quality. Fulfills at least 20% of requirements.	Fair-Average quality. Fulfills at least 50% of requirements	Average quality. Fulfills at least 90% of requirements.	Above average quality. Fulfills 100% of requirements.	Excellent quality. Fulfills 100% of requirements. Additional distinctive features.

III. CITY DESIGN (50 points)	0	2	4	6	8	10	Score
7. Futuristic Technologies <ul style="list-style-type: none"> • Examples of futuristic technologies, components • Scientifically sound 							
8. Innovative Solutions <ul style="list-style-type: none"> • Examples of solutions to problems: transportation, environment, services, etc. • At least one original, innovative solution 							
9. Affordable Living Structure Illustration <ul style="list-style-type: none"> • Incorporating essay topic into model • At least one example of affordable living space • Strives to meet “Green Ideals” of building 							
IV. MOVING PART COMPONENT (20 points)	0	2	4	6	8	10	Score
10. Moving Part Innovation and Quality <ul style="list-style-type: none"> • At least one moving part • Quality workmanship, durability • Repeatability of movement • Innovative execution 							
11. Moving Part Relationship to the Design or Function of the City <ul style="list-style-type: none"> • At least one moving part • Closely related to function of the city 							
V. USE OF RECYCLED MATERIALS (10 points)	0	2	4	6	8	10	Score
12. Use of Recycled Materials <ul style="list-style-type: none"> • Most of model made from recycled materials • Variety of materials, imaginative or unusual materials • Creative modification or application of materials 							
TOTAL SCORE (0–120 points)							