

Team Presentation of Future City Design and Model Rubric

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 (50 POINTS)	0	2	4	6	8	10
1. Organization <ul style="list-style-type: none"> • Clear intro, body, and conclusion. • Body logically organized • Supporting statements evident • Transitions between sections 	No organizational pattern. No transitions; missing conclusion; very little information.	Listed information ; little or no support or transitions. Intro, body, conclusion somewhat unclear.	Fair amount of information, structure of presentation body is present; missing either or both introduction or conclusion; few transitions.	Good amount of information and generally good organization . Could use smoother transitions and better supporting facts.	Organized with transitions; broad range of information but could use more details.	Extremely well organized, clear transitions; very broad information range with excellent support; creative introduction, conclusion.
2. Presentation Content <ul style="list-style-type: none"> • City features, benefits, and aesthetics described • Geography, demographics or distinctive characteristics • Discusses infrastructure such as transportation, energy, waste disposal or pollution control • Innovations in technology and futuristic concepts explained 	No city benefits, aesthetics, technology or innovation mentioned.	Few benefits or innovations discussed. Little explanation or not believable.	Fair description of the city. Some distinctive benefits and innovations explained. Somewhat futuristic and believable.	Good overall description of the city. Many distinctive benefits and innovations explained. Somewhat futuristic and believable.	Very good description of city. Many benefits and innovations explained. Futuristic and believable.	Excellent description of city. Highly innovative technology applied throughout. Explained in detail. Futuristic and believable.
3. Essay Topic (affordable green building) <ul style="list-style-type: none"> • Discusses essay topic: design affordable living spaces using sustainable and green techniques. • Explains how the yearly theme influenced the city design 	No discussion of affordable, green living spaces or other program components.	Refers to essay briefly; little or no discussion of other program components.	Briefly discusses essay topic and solution. No real supporting facts. Explains how their city design incorporates the theme.	Discusses the essay topic and solution; some supporting facts. Solution is adequate, somewhat innovative. Somewhat explains how their city design incorporates the theme.	Discusses the essay topic and solution. Good supporting facts. Solution innovative or futuristic. Fully explains how their city design incorporates the theme.	Discusses the essay topic and solution with excellent supporting facts. Excellent explanation of how their city design incorporates the theme.
4. Knowledge of Engineering Roles & Design Process <ul style="list-style-type: none"> • Discusses the engineering field and/or engineering roles • Understands engineering design process: problem definition, tradeoffs, testing, etc. • Has applied process to FC project 	No discussion of engineering.	Mentions engineering, but lacks understanding of roles or design process.	Briefly discusses and understands engineering and role of engineer. Little discussion of engineering process.	Discusses and understands engineering role and presents some knowledge of engineering process.	Good understanding of engineering role and engineering process. Attempts to apply engineering process to part of the project.	Excellent understanding of engineering and engineering process. Applies engineering process throughout the project.

Team Presentation of Future City Design and Model Rubric (continued)

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I. CREATIVITY (Cont'd)	0	2	4	6	8	10
5. Questions and Answers <ul style="list-style-type: none"> Answers questions with confidence Accurate, complete answers 	Unable to answer questions.	Answers a few questions accurately. No supporting facts.	Answers at least 50% of the questions accurately, few supporting facts.	Answers 90% of questions with accuracy and some supporting facts.	Answers 100% of the questions accurately with some supporting detail.	Fully, accurately and confidently answers 100% of the questions with many supporting details.
II. DELIVERY/PRESENTATION SKILLS (30 POINTS)	0	2	4	6	8	10
6. Presentation Skills <ul style="list-style-type: none"> Verbal skills: Fluent, clear, audible delivery Verbal skills: Correct grammar and appropriate language use Non-verbal skills: Upright posture with practiced use of visual aids Overall confident, direct, and animated delivery 	Poor skills throughout the presentation.	A few verbal and nonverbal skills are fairly well done but needs more practice to improve in most areas.	Fair to good skills for the majority of the presentation.	Good use of most of the verbal and nonverbal skills; somewhat confident and direct.	Very good verbal and nonverbal skills by most of team throughout most of the presentation.	All verbal and nonverbal skills demonstrated with excellence throughout the entire presentation. Very confident, direct, and animated delivery.
7. Model as a Demonstration Aid <ul style="list-style-type: none"> Model is a key element of entire delivery Creatively uses model to illustrate city features Model enhances, rather than distracts, from presentation 	Little or no use of the model as a demonstration aid.	Model referenced but does not enhance presentation.	Model is used and is partially effective and fairly enhances presentation. Little innovation shown.	Good use of the model as an illustration of city design and function; little illustration of innovations.	Very good model use; integrated smoothly into the presentation and helped to illustrate city design, function and innovations.	Extremely creative, integrated use of model; contributed significantly to the understanding of city design, function and innovations.
8. Visual and Other Aids <ul style="list-style-type: none"> Standard visual aids (posters, charts) neat, well-prepared Additional visual aids (props, costumes, handouts) enhance, rather than distract, from overall presentation Delivery with all visual aids is well practiced and confident 	No visual aids or visual aids distract from presentation.	Poorly designed visual aids, do not enhance presentation.	Fair to good visual aids ; somewhat add to presentation. Fair to good design and construction.	Good visual aids that generally added to the presentation; well designed and good use of visual aids to enhance the presentation.	Very good visual aids that enhanced the presentation of the city design and function. Well used, designed, and constructed.	Excellent, well designed, constructed and creatively used visual aids that integrated well into the presentation and enhanced understanding city design and function.

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III. TEAMWORK (10 POINTS)	0	2	4	6	8	10
9. Teamwork During Presentation and Q&A <ul style="list-style-type: none"> • Team members supported each other • Team members shared time equally • Team members displayed an equal amount of knowledge • Full complement of team members (three students) 	Little or no collaboration or support among team members.	A small amount of collaboration among team members but more support of one another is needed; one or two tend to dominate during both presentation and Q&A.	Some collaboration, some support and sharing among some team members. Amount of knowledge is unequal. One or two tend to dominate during either the presentation or Q&A.	Good collaboration; support and sharing among most members. Full complement of three team members. Some team members have more knowledge and dominate.	Very good collaboration, support and sharing among the team on both Q & A and presentation. Equivalent knowledge level for most of team. Full complement of three team members.	Excellent collaboration, support and sharing among all of the team members on everything. Equivalent knowledge level for all. Full complement of three team members. No one team member dominates.