

2017-2018 Solve for Tomorrow

Rubric for Online Application and Activity Plan Submissions

Criteria/Score	1	2	3	4	Awarded Score
Originality	Project does not differ from past entries.	Project shows some similarity to past entries but shows slightly more originality.	Project shows some similarity to past entries, but appears to have new ideas or a unique application.	Project is completely unique in comparison to past entries or puts an original twist on a past idea.	
Sustainability	Project will end before the video submission phase of the contest.	Project will last through the video submission phase but end shortly after.	Project will last the duration of the school year but likely end once prizes are fulfilled.	Project is sustainable for many years and will be able to be tracked after the contest concludes.	
Community Involvement	Project does not involve the local community or community members.	Project mentions involvement of the community, but may lack in the execution.	Project intends to involve the community, but the goals may not be realistic.	Project seems to fully incorporate and benefit the local community.	
Technology Need	School does not give any indication of a need for technology.	School may need help breaching the technology gap, but the project goals are not clear.	School is in great need of technology but may not have attainable project goals.	School is in great need of technology and has a realistic and attainable project.	
Application of STEAM	Project does not appear to incorporate any STEAM fields.	Project hints at STEAM, but it is not clear to what degree STEAM is involved.	Project clearly involves STEAM but may not be executable.	Project clearly involves STEAM and the goals are attainable.	