



# Navy ES STEAM Fair Judging Rubric

## *World of Tomorrow!*

Project team label goes here

	<b>Emerging</b>	<b>Developing</b>	<b>Proficient</b>	<b>Advanced</b>
<b>Process</b> Project definition, structure, and execution	Some steps are taken to define project: the who, what, why, and how of a problem to solve or idea to communicate is minimally explained and/or incomplete.	Project is basically defined: the who, what, when, why, and how of a problem to solve or idea to communicate is given in simple language and less detail.	Project is clearly defined: the who, what, why, and how of a problem to solve or idea to communicate is clearly stated and explained.	Project is thoroughly defined: the who, what, why, and how of a problem to solve or idea to communicate is clearly stated and explained with ample detail.
<b>Research</b> Subject-matter learning and discovery, source gathering, and data collecting and recording	Little background learning/research is evident; data collecting and recordkeeping is minimal or incomplete; few to no sources used; sources are not cited.	A basic level of background learning/research is evident, data collecting and recording basically covers the project's needs, evidence of multiple sources used, sources may be cited.	Background learning/research is evident, data collecting and recording adequately covers the project's needs, evidence of multiple sources used, sources are correctly cited.	Background learning/research is detailed, data collecting and recording thoroughly covers the project's needs and examines it from multiple angles, evidence of multiple sources used, sources are correctly cited.
<b>Creativity</b> Problem-solving, innovation, and communication	Demonstrates some problem solving. Project design, execution and/or outcome shows minimal or no originality or innovation. Ideas communicated and/or solution presented are not connected to Fair theme or real-world application.	Demonstrates problem solving. Project design, execution, and/or outcome show some originality and innovation. Ideas communicated and/or solution presented demonstrates some relevance to Fair theme or real-world application.	Demonstrates problem solving, originality, and innovation in project design, execution and/or outcome. Ideas communicated and/or solution presented demonstrates relevance to Fair theme or real-world application.	Demonstrates exceptional problem solving, originality, and innovation in project's design, execution, and outcome. Ideas communicated and/or solution presented strongly demonstrate relevance to Fair theme and real-world application.
<b>Presentation</b> Project display and discussion	Visuals and presentation give a basic explanation of the project. Some information may be incomplete or missing. Verbal presentation shows incomplete understanding of project. Basic answers only offered when directly asked. Does not elaborate on answer.	Visuals and presentation explain the project and are basic or untidy in execution. Verbal presentation demonstrates basic understanding of project from purpose to execution to outcome. Offers information mostly with prompting, sometimes elaborates on answers.	Visuals and presentation clearly explain the project and are neatly executed. Verbal presentation demonstrates understanding of the project from purpose to execution to outcome. Offers information without prompting and elaborates on answers.	Visual and presentation provide a detailed explanation of the project and execution shows great care and creativity. Verbal presentation demonstrates thorough understanding of entire project and process. Enthusiastically offers detailed information without prompting and elaborates on answers.