



## Back-to-School STEM Challenge



### Novel Engineering Rubric

	<b>3 Points</b>	<b>2 Points</b>	<b>1 Point</b>
<b>Design Problem Discovery &amp; Ideation</b>	Student identifies design problem. Consistently displays willingness to explore multiple solutions to come up with an innovative result.	Student identifies design problem. Student explores more than one solution to develop an interesting result.	Student identifies design problem. Student considers more than one option but does not actively pursue these additional options.
<b>Reflection and Understanding of the Text</b>	Student work reflects a deep understanding of the text. Work uses detailed analysis of the text to support design innovation.	Student work reflects an understanding of the text. Work uses some analysis of the text to support design innovation.	Student work shows some understanding of the text. Work uses little analysis of the text to support design innovation.
<b>Visualization</b>	Work is carefully and thoughtfully crafted.	Work is neat and craftsmanship is solid.	Work is incomplete and craftsmanship detracts somewhat from the overall presentation.
<b>Planning Documentation and Picture</b>	Student expresses concepts clearly and makes connections back to the text. Student describes design in terms of user centered design process and outcomes.	Student expresses concepts and makes one connection back to the text. Student describes design process and outcomes.	Student shows design work but does not make connections back to the text. Student describes outcomes of the design process.