WBRSF Judging Rubric

PROJECT #: _____

Student Name(s): _____

Project Title: _____

_____

WOOD BUFFALO REGIONAL SCIENCE FAIR

PART A: Communication

Summary and Video: Effective communication and presentation skills should be evident in both the video and summary. Scientific thought, innovation, thoroughness, understanding and effort should be integral to both elements.								
Level 1 (low) Score Range 0-6		**Level 2 (fair)** Score Range 7-14		**Level 3 (good)** Score Range 15-23		**Level 4 (excellent)** Score Range 24-30		Mark
0	6	7	14	15	23	24	30	
The summary and video are insubstantial or incomplete. Student can answer questions only when prompted.		The summary and video are simple. Student has a basic understanding of the project, but gives minimal explanation.		The summary and video are complete and demonstrate attention to detail and substance. Student(s) show a good understanding of the project but has difficulty applying this knowledge.		The summary and video are complete and exceed reasonable expectations of a student at this age/grade. Student(s) can discuss the topic in depth and can apply this knowledge when questioned by the judges.		Note space.

PART B: Scientific Method - Initiate and Plan, Perform and Record, Analyze and Interpret

WHY? HOW? SO WHAT?: This section assesses the following criteria: project structure; correctness of research methodology; scientific thought and understanding; correspondence of the content to the topic, goals, and objectives; technical skills; thoroughness and effort; accordance of conclusions to results obtained; and academic or practical value. This section assesses the conclusions that have been drawn from the project. In "So what?" students are expected to think critically about the outcomes of their project.								
Level 1 (low) Score Range 1-6		**Level 2 (fair)** Score Range 7-14		**Level 3 (good)** Score Range 15-23		**Level 4 (excellent)** Score Range 24-30		Mark
1	6	7	14	15	23	24	30	
Project Presents material without analysis of any sort **or** an existing innovation is described but has not been modified or tested.		DISCOVERY – A problem is recognized and a hypothesis is presented. Discussion is often irrelevant to the topic. INNOVATION – An existing innovation or process is modified with little testing or elaboration. The device is a very simple example of an existing device. The device only partially works. Student is unsure how the device is useful in the real world.		DISCOVERY – Includes proper controls. Conclusion addresses original hypothesis. Discussion only partly deviates from the relevant topic. INNOVATION – More than one attempt has been made to improve an existing or novel invention. The device mostly works. Student roughly knows how the device is applicable to the real world.		DISCOVERY – Includes proper controls and has been repeated several times. Students can explain the need for controls and presents logical conclusions. Discussion is based around data relevant to the project. INNOVATION – A novel device is presented and has been systematically tested and modified during development. An understanding of applicability is demonstrated.		Note space.

PART C: Enthusiasm

WHAT'S NEXT?: Student propose future work or improvements, demonstrating an interest in their topic or design with the future desire to improve their work in science.								
Level 1 (low) Score Range 1-2		**Level 2 (fair)** Score Range 3-4		**Level 3 (good)** Score Range 5-7		**Level 4 (excellent)** Score Range 8-10		Mark
1	2	3	4	5	7	8	10	
Students answers questions only when prompted.		Student talks openly about the project, but only discusses what is displayed.		Student shares information openly and discusses the implications of their project.		Student is excited about the project and has ideas on how the project could be elaborated or improved.		Note space .

PART D: Organization and Presentation

Level 1 (low) Score Range 1-4		**Level 2 (fair)** Score Range 5-9		**Level 3 (good)** Score Range 10-14		**Level 4 (excellent)** Score Range 15-20		Mark
1	4	5	9	10	14	15	20	
Display has limited information or is poorly organized.		Display has proper headings and is organized in a logical manner.		Display has proper headings and is neat and attractive with limited use of tables, charts, or pictures.		Data is presented in a clear and logical manner using tables, charts, or pictures. Tables and figures have proper titles. Display is neat and well organized.		Note space .

PART E: Creativity and Originality

Level 1 (low) Score Range 1-2		**Level 2 (fair)** Score Range 3-4		**Level 3 (good)** Score Range 5-7		**Level 4 (excellent)** Score Range 8-10		Mark
1	2	3	4	5	7	8	10	
Little imagination shown. Project design is simple with minimal student input.		Some creativity shown in the presentation of the project, however, project is not an original idea.		Imaginative project, good use of available resources. Student has done some original research.		A highly original project or novel approach.		Note space .

Score Summary:

Part A: Communication	Part B: Scientific Method	Part C: Enthusiasm	Part D: Organization and Presentation	Part E: Creativity and Originality	Total:
/30	/30	/10	/20	/10	/100

Comments (For judge's use only, this will not be shared with participants):

Strengths

_____
_____
_____
_____

Weaknesses

_____
_____
_____
_____

Judge Name (please print): _____ Signature: _____