

## STEAM Maker – Design a Clock Challenge Rubric

<b>Pts</b>	<b>Creativity of Design</b>	<b>Pts</b>	<b>Materials Used</b>	<b>Pts</b>	<b>Usability</b>	<b>Pts</b>	<b>Presentation to Judges</b>	<b>Total</b>
<b>100</b>	Outstanding vision in making a unique clock with a creative design and theme.	<b>50</b>	Clock is created with at least 5 different materials.	<b>100</b>	Clock is exceptionally well crafted and useable. Clock can be used easily for telling time. Clock is appropriate and well-constructed.	<b>50</b>	All team members/individual speak clearly about the clock, design process and items selected; and can confidently answer questions presented by judges.	
<b>80</b>	Clock has unique qualities that make it a clock with a creative design and theme.	<b>40</b>	Clock is created with 4 different materials.	<b>80</b>	Clock is exceptionally well crafted and useable. Clock can be used easily for telling time. Clock is appropriate and well-constructed.	<b>40</b>	All team members/individual speak somewhat clearly about all elements and able to answer questions presented by judges.	
<b>60</b>	Some innovation shown in design of clock. Clock is basic.	<b>30</b>	Clock is created with 3 different materials.	<b>60</b>	Clock is crafted with minimal flaws. Operation of clock is effective with some ease of telling time	<b>30</b>	Most team members/individual speak clearly about most elements of the project and answer questions presented by the judges.	
<b>40</b>	Clock is basic and simple in design without a unique element.	<b>20</b>	Clock is created with 2 different materials.	<b>40</b>	Clock is crafted with some flaws. Able to use clock to tell time but with some difficulty.	<b>20</b>	Some team members/individual can speak clearly about the elements of the project and answer some questions.	
<b>20</b>	Team/individual chose to make a simple clock for the challenge. There is no theme or uniqueness to the design.	<b>10</b>	Clock is created with 1 material.	<b>20</b>	Clock has flaws or is incomplete. The clock is either non-operational or user struggles to tell the time.	<b>10</b>	One team member dominates the presentation or speaks to the device design, materials selected, and answers judges' questions.  Individual is unable to speak clearly about the elements of the clock design, materials, and has trouble answering judges' questions.	