RUBRIC: SHOWCASE PROJECT INFORMATION

(Page 1 of 4)
From Fall Showcase to State Championship
Team Event
One to Three Projects Allowed Per School To Apply
*Additional Project allowed for a Gold School and an additional project for Platinum/Titanium District
DEADLINE TO REGISTER: October 30

Are the students self-directed with your guidance? Are they using many types of technology to help the school or community? STLP students who create projects to help their school and/or community should bring the project to Fall Showcase. If students create many projects, the school decides which projects to bring out of the building to Fall Showcase. One to Three Projects Allowed Per School an additional Project is allowed for a Gold School and an additional project for Platinum/Titanium District.

JUDGING: Fall Showcase is Level 1 Judging. (NOTE: Level 2 and 3 Judging Rubrics are under review and will be published ASAP.) Schools receiving scores of 105 or higher in Level 1 Judging will be invited to State Championship from the Fall Showcase. At State, the first round is called Level 2 Judging, the project will compete with other projects in their group. The group is made up of other projects from across the state. Projects must be both: score over 105 points and be the highest score in their group to move to Level 3 Judging.
During Level 3 Judging, the project could be judged more than once with different sets of judges. The projects from Level 3 Judging will be named Best in Regional Group, 7 Runners Up or 3 Best in State at Awards.

What the STLP Coordinator/Coach should do:
- Share the rubric with students
- Work with a team of students, one to four (1-4) students to create a project
- Insure the project helps an individual, classroom, school or the community and has an impact
- Decide which best projects to bring to fall showcase, note a limit this year. See rubric with number allowed.
- Registered project titles online by deadline, including judges name and email
- Take a picture of the display board and include it on the Project Planner
- Watch for an email that contains: table number, a time for judging
- Create a snappy nametag for each student and adult attending (includes judges & chaperones)
- Create the sign to display at the table: Title of project, school and district name, Project Planner, STLP logo
- Upon arrival, remove the table sign, decorate and return the table sign so judges can find your table number
- Snap a pic of the students in front of the display, email before April 1 to Jeff, pic will to be included in Awards slideshow
- Make sure all adults step aside and offer no help (verbal or hand signals) to the students during judging
- Make sure NO ONE videos, records or takes any pictures of the judges at any table during official judging
- Make sure the team cleans up all materials and trash at the table before departing (Bring a garbage bag)

What the Team should do:
- Decide what project to do
- Determine a plan to carry out project; assign roles and work
- Begin project by creating needed materials
- Continue project till the end, noting any impact of the project
- Projects do not have to be complete in time for judging at Fall Showcase. Fall Showcase can include projects that are just getting started; however, everyone should prepare a written plan (See Project Planner) that indicates how your project will grow and what impact you expect it to have in the time between being selected at Fall Showcase and presentations at State. By State the project must show impact.
- STLP Coach may assist students in listing any relevant Common Core State Standards that apply to your project (see Project Planner)
- Give a copy of the Project Planner and return envelope with a stamp to judges during assigned time
- Be prepared for the 10 minute interview by judges at the assigned time (Level 1 and Level 2)
- During all judging, the 1-4 students should be at the table for the judges to interview
- After official judging time, some students still need to be at the table to answer visitors’ questions
- At State, the Level 3 judging time is not set, so judges may come at different times and return visits

TYPE OF PROJECT
This type should match what the school entered during online registration. This is the category in which the project will be grouped and judged.

- Community Service: projects that extend outside the classroom to help the school and/or community
- Instructional: projects that impact classroom instruction and help in student or adult learning
- Technical Expertise: projects that are specific to the use of hardware and software; or STEM topics

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8 There have been complaints from the showcase and state hosts in the amount of trash left behind at each table.
SHOWCASE PROJECT PLANNER

To be displayed at table and given to judges

School Name:

District Name:

STUDENT NAMES | GRADE LEVELS
---|---
1. ___________________________ | P1 P2 | 3 4 5 | 6 7 8 | 9 10 11 12
2. ___________________________ | P1 P2 | 3 4 5 | 6 7 8 | 9 10 11 12
3. ___________________________ | P1 P2 | 3 4 5 | 6 7 8 | 9 10 11 12
4. ___________________________ | P1 P2 | 3 4 5 | 6 7 8 | 9 10 11 12

NEW PROJECT
RETURNING PROJECT

TITLE OF PROJECT: ________________________________________________________________

TYPE OF PROJECT

- Community Service: projects that extend outside the classroom to help the school and/or community
- Instructional: projects that impact classroom instruction and help in student or adult learning
- Technical Expertise: projects that are specific to the use of hardware and software; or STEM topics

LIST ALL COMMON CORE STATE STANDARDS THAT APPLY TO YOUR PROJECT (YOUR STLP COORDINATOR MAY HELP YOU FIND AND LIST THESE).
What the students do:
Students create and carry out the project. During judging, students have within the 10 min. to describe project, answer judges’ questions and show any materials/products. Hand planner and envelope to judges.

### BOOTH ENHANCEMENT
What props or visuals are used to draw the audience? Do the materials fit on the table?  
- A few props or visuals are present
- Props and visuals are pleasing and have some relation to the content
- Props and visuals enhance the content and draw the audience; Students were strongly involved

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### COPYRIGHT & ETHICAL USE
Are sources of images or text appropriately cited where necessary?  
- Judges see an ethical or legal misuse of technology or content
- Judges hear unsafe use of the technology or sees copyright issues.
- There is no question of ethical & safe use of technology /copyright.

#### POINTS EARNED
| 0 | 0 | 10 |

### COMMUNICATION AND COLLABORATION
How did the persons (1-4 or more) in the project collaborate? What partners or global awareness was involved?  
- Little amount of communication and collaboration evident
- Some communication and collaboration evident
- Interacts, communicates, collaborates with others which supports and extends the learning

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### CRITICAL THINKING / PROBLEM SOLVING & RESEARCH
What higher order thinking and/or research of project are evident or discussed by students?  
- Little amount of critical thinking, problem solving or research was evident
- Some critical thinking; some problem solving, some research was evident
- Critical thinking and research was firmly evident and strengthens the project; plans, manage activities for informed decisions or solution

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### CREATIVITY AND INNOVATION
How does the project show creativity, originality and innovation? What did the student learn and create?  
- The project has little creative or unique features
- The project has some creative or unique features
- A strong creative impact in design, implementation and impact; developed innovative products, processes, or ideas

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### PRODUCTIVITY TECHNOLOGY/INFORMATION MEDIA
How were products developed and integrated to support the project? Are images/diagrams relevant and appealing and add to purpose?  
- The project uses one expected technology to create 1 product; students have difficulty explaining the technology
- A few products were created and students can somewhat explain the use
- Students used a variety of technology tools to effectively support and enhance the learning and students can explain use of the technology

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### STUDENT ENGAGEMENT
How did students made decisions in project? Is there passion of project?  
- Students cannot describe details of project or any plan of project
- Students were somewhat involved and engaged in project decisions
- Students were strongly involved and engaged in project decisions

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### PROJECT IMPACT
What purpose & impact did the project have? Is there a plan in the fall to complete project if not completed yet?  
- No or little evidence of student, classroom or community impact
- Some evidence for student, classroom or community impact
- Strong evidence the project had a purpose & made a difference; students can discuss the impact or provide data/report results

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### STUDENT INTERVIEW
What is the project? Do students know what they are talking about? (Reflection) What would the students change? What did the students like best? What connections can students make?  
- Students do not demonstrate a clear understanding of the project; No or little student engagement or students are not present or are late for interview
- Some students can discuss the project; some student engagement
- All students are clearly understand the project; the presentation is made in a cooperative, well-organized and professional manner (age appropriate); knowledge of subject

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### EVIDENCE OF
- Project Plan and Logo Posted (1 Point)
- Project Plan Given to Judges (1 Point)
- Envelope Given to Judges (1 Point)

#### POINTS EARNED
| 0 | 0 | 1 | 2 | 3 |

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At Fall Showcase-Level 1 - Project Moves to State (105) ___