



# RUBRIC: STORYTELLING PRODUCT

From Digital Online Judging to State Championship (Part 1 of 2)  
Individual Student Event, 2 Titles Allowed Per School To Apply

Students who love to express their own original writing pieces through a variety of media are best fitted for this category. Students write their own original story and then use digital tools to help bring their story to life. Students can use any combination of music, sound effects, images, narrations, illustrations and more (all with proper permissions and citation) to present a digital telling of their original story in a format of their choosing.

Products may be as simple as the storyteller narrating their piece on video, published as an eBook with illustrations that help convey their story, or as technically complex multimedia presentation. Students should be mindful to keep the focus on their original writing and to selectively incorporate multimedia uses that best support and enhance their story. In this category, writing a great story is the focus and the technology is the “icing on the cake.”

Students will provide a completed digital version of their written original story, as well as a digital storytelling presentation of their own design. Judges will score the Storytelling product based on the rubric (see page 2).

The best products will be invited to State Championship as finalists (no physical copies or student presentations are required). First and second place will be recognized at the State Championship Awards.

What the STLP Coordinator/Coach/Teacher should do:

- Share the rubric with students and provide necessary guidance
- Determine which students should apply for this category
- Assist students with questions, make suggestions on quality of work (e.g., model use of the rubric, coach students on polishing piece using the rubric, assist students in eliminating stereotypes, prejudices and biases, to understand audience and appropriate language)
- Check Copyright

What the student should do:

- Review the rubric
- Create an original story
- Tell your story using a variety of media resources (be sure to have permission and proper citation)
- If you commission another student to illustrate your story or to create the original photos, give them credit in the story

At State: Presentations will be accessed electronically by judges. Students do not need to provide any physical copies of the story and no in-person presentations are required (freeing the student to enter other live competitions offered at State).

TITLE OF PIECE: \_\_\_\_\_

STORYTELLER: \_\_\_\_\_

**AT STATE PRESENTED ON STAGE:     First     Second**

# RUBRIC: STORYTELLING PRODUCT

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<b>COPYRIGHT</b> Copyright issues Not appropriate			No issues with copyright; School appropriate	Score
<b>0</b>			<b>10</b>	
<b>PURPOSE &amp; AUDIENCE</b>  Purpose is unclear. Intended audience is unclear.	Purpose can be determined by the reader, but there are some lapses.  Intended audience may seem to switch	Purpose for writing is clear. Intended audience is clear to the reader.  Voice and/or tone may not seem appropriate for the intended audience.	Purpose for writing is clear and focused. Engaging beginning, engaging throughout, intended audience is "hooked" into reading more of the story. Word choice is appropriate for age, intended audience and enhances the writing. Word choice conveys voice of author.	Score
<b>1 2 3</b>	<b>4 5 6</b>	<b>7 8</b>	<b>9 10</b>	
<b>TECHNOLOGY USE</b>  Little use of technology	Technology use does not support the writer's purpose. AND/OR Media used are irrelevant to writer's purpose	Over use of technology or images may distract reader focus away from the writer's purpose.  Technology format may not be best choice for purpose.	Piece can be viewed online. Technology is used effectively to create and enhance the product. Images/diagrams are relevant and add to the purpose of the product.	Score
<b>1 2 3</b>	<b>4 5 6</b>	<b>7 8</b>	<b>9 10</b>	
<b>INNOVATION and/or CREATIVITY</b>  Student creates a plot/storyline but does not provide a solution/outcome	Student creates a plot/storyline but offers little or no innovation or creativity in its solution/ outcome.	Student creates a plot/storyline and some creativity in its solution/outcome.	The story provides a cohesive plot/storyline. Solution/outcome is creative and/or innovative.	Score
<b>1 2 3</b>	<b>4 5 6</b>	<b>7 8</b>	<b>9 10</b>	
<b>IDEAS &amp; ORGANIZATION</b>	Insufficient details; lacks important information for reader understanding	Some lapses in focus or confusing details	Ideas are developed through logical, relevant details. Writing is well organized and easy for the reader to follow.	Score
	<b>1</b>	<b>2 3</b>	<b>4 5</b>	
<b>VOCABULARY</b>	Little or no technical vocabulary. Word choice interferes with reader's understanding.	Some technical vocabulary is used Some word choice or use of technical language is confusing to the reader.	Language is concise and adds to the product. Technical language is used appropriately and explained when necessary to promote reader understanding.	Score
	<b>1</b>	<b>2 3</b>	<b>4 5</b>	
<b>LANGUAGE MECHANICS</b>	Errors interfere with understanding of writer's purpose.	Some errors that do NOT interfere with understanding.	Writing demonstrates control of spelling, punctuation, spelling, grammar and usage.	Score
	<b>1</b>	<b>2 3</b>	<b>4 5</b>	
			<b>TOTAL SCORE of 55</b>	

**AT STATE PRESENTED ON STAGE:    First    Second**