Completed copy to be displayed at Regional presentation table.  
Completed copy (at least one) to be given to judges at the start of judging window.

**Title of Project:**

**Team Members:** (Enter First Name and Last Initial only)

<table>
<thead>
<tr>
<th></th>
<th>Name</th>
<th>Grade</th>
<th>6-8</th>
<th>9-12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>K-5</td>
<td>6-8</td>
<td>9-12</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>K-5</td>
<td>6-8</td>
<td>9-12</td>
</tr>
</tbody>
</table>

**Project Type:**  
☐ Technical  ☐ Community Service  ☐ Instructional  
*(NOTE: Title and Type of Project should match what was entered with online registration)*

**Self Reflection: Rubric**

Has your Project Team read the Showcase Project Rubric and/or met with your STLP Coordinator/Teacher to discuss how your presentation will address the various scoring categories included on the Level 1 rubric?  
NO  YES

**Self Reflection: Standards/Indicators**

Our STLP Coordinator/Teacher and Project Team have reviewed, discussed and considered the following standards & indicators. We are prepared to discuss how the indicators we marked below are addressed by our project, or have been part of the planning, exploration, development and/or deployment of our Project experience. We recognize that, to receive the maximum points available on the Regional (Level 1) Project score sheet, we must identify & be able to discuss the connection between at least 6 indicators (any standard) & our project.

Mark each of the indicators you are prepared to discuss with your judges:

<table>
<thead>
<tr>
<th>STANDARDS</th>
<th>INDICATORS</th>
</tr>
</thead>
</table>
| 1. CREATIVITY & INNOVATION | Apply existing knowledge to generate new ideas, products, or processes  
Create original works as a means of personal or group expression  
Use models and simulations to explore complex systems and issues  
Identify trends and forecast possibilities |
| 2. COMMUNICATION & COLLABORATION | Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media  
Communicate information and ideas effectively to multiple audiences using a variety of media and formats  
Develop cultural understanding & global awareness by engaging with learners of other schools, communities, & cultures  
Contribute to project teams to produce original works or solve problems |
| 3. RESEARCH & INFORMATION FLUENCY | Plan strategies to guide inquiry  
Locate, organize, evaluate and ethically use information from a variety of sources and media  
Evaluate and select information sources & digital tools based on the appropriateness to specific tasks  
Process data and report results |
| 4. CRITICAL THINKING/PROBLEM SOLVING | Identify and define authentic problems and significant questions for investigation  
Plan and manage activities to develop a solution to complete the project  
Collect and analyze data to identify solutions and/or make informed decisions about their project  
Use multiple processes and diverse perspectives to explore alternative solutions |
| 5. DIGITAL CITIZENSHIP | Advocate and practice safe, legal, and responsible use of information and technology  
Use of technology that supports collaborative learning, & productivity  
Demonstrate personal responsibility for digital citizenship  
Exhibit leadership for digital citizenship |
| 6. TECHNOLOGY IMPLEMENTATION | Understand and demonstrate use of appropriate technology systems /tools  
Select and use applications effectively and productively  
Troubleshoot systems and applications  
Transfer current knowledge to learning of new technologies |

STLP Standards based upon ISTE Standards for Students (www.iste.org/standards/standards-for-students)