

# Innovation Project



**CHALLENGE**

Team #	Team Name	Judging Room
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**Instructions**

Teams should communicate to the judges their achievement in each of the criteria below. This rubric should be filled out during the Innovation Project presentation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1		DEVELOPING 2		ACCOMPLISHED 3		EXCEEDS 4	
							<i>How has the team exceeded?</i>
<b>IDENTIFY</b> - Team had a clearly defined problem that it was well researched.							
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Fully clear definition of the problem	<input type="checkbox"/>				
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Some research but quality unclear	<input type="checkbox"/> Wide variety of quality research	<input type="checkbox"/>				
<b>DESIGN</b> - Team generated innovative ideas independently before selecting and planning which one to develop.							
<input type="checkbox"/> Minimal idea generation across the team	<input type="checkbox"/> Evidence of some ideas from across the team	<input type="checkbox"/> Evidence of a lot of ideas from across the team	<input type="checkbox"/>				
<input type="checkbox"/> Minimal planning with some team members included	<input type="checkbox"/> Some effective planning with some team members included	<input type="checkbox"/> Highly effective planning including all team members	<input type="checkbox"/>				
<b>CREATE</b> - Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.							
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> A lot of development of innovative solution	<input type="checkbox"/>				
<input type="checkbox"/> No model/drawing of solution	<input type="checkbox"/> Simple model/drawing which helps to share the solution	<input type="checkbox"/> Detailed model/drawing which helps to share the solution	<input type="checkbox"/>				
<b>ITERATE</b> - Team shared their ideas, collected feedback and included improvements in their solution.							
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Some sharing of their solution	<input type="checkbox"/> A lot of sharing of their solution	<input type="checkbox"/>				
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Some evidence of improvements in their solution	<input type="checkbox"/> A lot of evidence of improvements in their solution	<input type="checkbox"/>				
<b>COMMUNICATE</b> - Team shared a creative and effective presentation of their current solution and its impact on their users.							
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation very engaging	<input type="checkbox"/>				
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others fully clear	<input type="checkbox"/>				

**Feedback Comments**

Great Job:

Think about:

