

# Design Challenge Rubric

Challenge Title: \_\_\_\_\_

Team Name and Members: \_\_\_\_\_

Criteria	4 – Excellent	3 – Proficient	2 – Developing	1 – Beginning
<b>Innovation &amp; Creativity</b>	The solution is highly original and imaginative and shows a fresh approach that stands out.	The solution is creative and shows some original thinking.	Some creativity is shown, but the approach is typical.	Limited or no evidence of original or creative thinking exists.
<b>Feasibility</b>	The solution is extremely practical, well thought-out, and clearly implementable.	The solution is mostly practical with minor issues to address.	Feasibility is uncertain; key parts need more development.	The solution is unrealistic or lacks a clear plan for implementation.
<b>Community Impact</b>	The solution has strong potential to significantly improve the quality of life for a target group or community.	The solution could positively impact a specific group or need.	The impact is minimal or not clearly defined.	The solution shows little or no consideration of community benefit.
<b>Presentation</b>	The presentation is polished, professional, and easy to follow; visuals and explanations are clear.	The presentation is clear and organized with minor issues.	The presentation lacks clarity or organization in some areas.	The presentation is difficult to follow, lacks clarity, organization, or key details.
<b>Adherence to the Engineering Design Process (EDP)</b>	The team shows of following all steps of the EDP. Clear evidence exists showing problem identification, research, iteration, and reflection.	The team demonstrates most steps of the EDP and provides evidence of planning and testing. Some iteration and reflection are shown.	The team demonstrates a few steps of the EDP but lacks clear evidence of testing or revision.	The team does not show evidence of following the EDP or skips critical steps.

Challenge Total: \_\_\_\_\_