



Reminder

- Project marks are earned on an **absolute scale**. Thus, on average, marks for projects from younger categories will tend to be lower than marks for projects from older categories.

A. Project Summary (10 marks). Circle <u>one</u> mark per line and enter the total in Box A.			Box A /10
A clear, concise summary of:			
i) <u>Why</u> the project was carried out.	0	1 2 3	
ii) <u>How</u> the project was carried out.	0	1 2 3	
iii) <u>What was learned</u> from the project	0	1 2 3 4	

B. Overall Presentation (20 marks). Circle <u>one</u> mark per line and enter the total in Box B.			Box B /20
Complete (all panels)	0	1 2 3 4 5	
Well written (grammatically correct, clear, logical, and self-explanatory)	0	1 2 3 4 5	
Supported with videos, graphs, and pictures	0	1 2 3 4 5	
Attention-grabbing	0	1 2 3 4 5	

C. Video Presentation (20 marks). Circle <u>one</u> mark at <u>one</u> level only. Enter the mark in Box C.			Box C /20
LEVEL 1 6 7 8 9 10	LEVEL 2 11 12 13 14 15	LEVEL 3 16 17 18 19 20	
Student is unsure of the material or experimental process. Vocabulary may be inappropriate or incorrect. Video quality is poor.	Student summarizes the project adequately and uses appropriate vocabulary. Insight beyond the project is limited. Video quality is good.	Student explains the project well and addresses key points clearly and logically. Evidence of background reading and project extensions is demonstrated. Video quality is excellent.	

D. Creativity (15 marks). Circle <u>one</u> mark at <u>one</u> level only. Enter the mark in Box D.				Box D /15
LEVEL 1 0 1 2 3	LEVEL 2 4 5 6 7	LEVEL 3 8 9 10 11	LEVEL 4 12 13 14 15	
Little imagination shown. Project design simple with minimum student input. A textbook or magazine project.	Some creativity shown in a project of fair-good design. Standard approach using common resources/equipment. Topic is current/common.	Imaginative project. Good use of available resources. Well thought out. Above average approach. Creativity in design and/or materials.	Highly original project or novel approach. Shows resourcefulness and creativity in design, equipment use, and/or experiment construction.	

Total Mark for Page 1 (= Box A + Box B + Box C + Box D)	/65
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Rubric/Tally Form

Mark from bottom of Page 1	/65
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E. Scientific Thought (35 marks). Select <u>one</u> type of project and circle <u>one</u> mark at <u>one</u> level only. Enter the mark in Box E.					Box E /35
	LEVEL 1 (low)	LEVEL 2 (fair)	LEVEL 3 (good)	LEVEL 4 (excellent)	
Project Type	5 7 9 11	13 15 17 19	21 23 25 27	29 31 33 35	
i. Discovery Testing of a hypothesis using experiments. Identified experimental variables are controlled to some extent.	Duplication of a known experiment to confirm a predictable hypothesis.	Extension of a known experiment through modification of procedures, data gathering or application.	Design & implementation of an original experiment with attempts to control some significant variables . Analysis includes graphs or simple statistics.	Design & implementation of an original experiment that attempts to control/investigate most significant variables . Non-trivial data analysis.	
ii. Study Collection & analysis of data to reveal evidence of fact/situation of scientific interest. May include study of cause & effect relationships or theoretical inquiry of scientific data.	Study of already-published material related to a basic issue.	Study of material collected through compilation of existing data & through personal observations to address a specific issue.	Study based on observations & literary research illustrating various options for dealing with a relevant issue. Some significant variables are analyzed appropriately (arithmetically, statistically or graphically).	Study correlating information from a variety of significant sources that may illustrate cause & effect or original solutions to current problems through synthesis. Significant variable(s) are analyzed in-depth.	
iii. Innovation Development & evaluation of innovative devices, models, techniques or approaches in technology, engineering or computers (hardware or software).	Building models or devices that duplicate existing technology .	Demonstration of new applications for or improvements to existing technological systems or equipment.	Design of innovative technology or adaptation of existing technology that will have human benefit &/or economic applications.	Integration of several technologies, inventions or designs to construct an innovative technological system that will have human &/or commercial benefit.	
iv. Demonstration (Primary/Elementary only) Illustrates known scientific principle. Does not investigate or prove an idea but shows understanding of concept. May involve re-testing a known experiment.					

Total Project Mark (= mark from page 1 + Box E)	/100
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Feedback

What did I particularly like about your project

What do I suggest to make your project even better