

Invention Rubric Criteria

Essay description and graphic drawing scored holistically for each criteria.

Rubric used for all three categories: Arts & Leisure, Science & Engineering, Toys & Games

Ages 8-10, 11-12, 13-14, 15-18

Criteria	Weight	Excellent (3 pts.)	Good (2 pts.)	Needs Improvement (0-1 pts.)	Total Score
Conceptual Development	40%	Creates original invention with real world use	Creates original invention with practical use	Lacks original invention with practical use	
Problem-Solving Skill	35%	Clearly demonstrates problem- solving and/or the scientific method to create an invention	Demonstrates some problem- solving and/or the scientific method to solve a problem, invent or create an invention	Demonstrates little problem-solving and/or the scientific method to solve a problem, invent or create an invention	
Product Presentation	25%	Coherent essay description aligned with award theme and depicted with detailed graphic design	Clear essay description aligned with award theme and depicted with distinct graphic design	Inadequate essay description aligned with award theme and depicted with ambiguous graphic design	