



City Presentation Rubric

0	1	2	3	4	5
No Points Requirements missing.	Poor Poor-Fair quality. Fulfills at least 20% of requirements.	Fair Fair-Average quality. Fulfills at least 50% of requirements.	Good Average quality. Fulfills at least 85% of requirements.	Very Good Above average quality. Fulfills 95% of requirements.	Excellent Excellent quality. Fulfills 100% of requirements. Additional distinctive features.

Appendix: Rubrics

I. Content & Delivery (35 Points)	0	1	2	3	4	5
1. Presentation content, organized <ul style="list-style-type: none"> Major elements: intro, body, and conclusion. Logical flow, Transitions between elements Supporting info (definitions, examples, statistics, quotes, etc.) Concise, relevant 	Poorly organized and no major elements addressed.	Poorly organized and missing some major elements. Little relevant information.	Fair organization. Contains most major elements. Some relevant, supporting information. Some transitions.	Fulfills all requirements (major elements, transitions, supporting info that could be more relevant, concise). Could develop ideas more thoroughly.	Well organized, creative, and contains all major elements. Supporting info is relevant, concise, but could be better.	Extremely well organized and creative. Excellent variety of effective supporting information providing credibility. Concise, relevant.
2. Overall city design & features <ul style="list-style-type: none"> City features, benefits, and aesthetics Geography, demographics or distinctive characteristics Unique infrastructure and services (e.g., transportation, energy, waste or pollution control) 	No description of city.	Very brief or incomplete description of the city. Few benefits or innovations discussed. Little explanation or not believable.	Fair description of the city. Some distinctive benefits and innovations explained. Somewhat futuristic and believable.	Good overall description of the city. Many distinctive benefits and innovations explained. Somewhat futuristic and believable.	Very good description of city. Many benefits and innovations explained. Futuristic and believable.	Excellent description of city. Highly innovative technology applied throughout. Explained in detail. Futuristic and believable.
3. Essay topic (public spaces) <ul style="list-style-type: none"> Discusses essay topic Explains how the theme influenced the city design or development 	Essay theme not addressed.	Refers to essay briefly; little or no discussion of other program components.	Briefly discusses essay topic and solution. No real supporting facts. Little explanation of how their city design incorporates the theme.	Discusses the essay topic and solution; some supporting facts. Solution is adequate, somewhat innovative. Somewhat explains how their city design incorporates the theme.	Discusses the essay topic and solution. Good supporting facts. Solution innovative or futuristic. Fully explains how their city design incorporates the theme.	Discusses the essay topic and solution with excellent supporting facts. Excellent explanation of how their city design incorporates the theme.



DOWNLOAD THIS RUBRIC at futurecity.org/resources (filter for Rules and Rubrics).

City Presentation Rubric

0 No Points Requirements missing.	1 Poor Poor–Fair quality. Fulfills at least 20% of requirements.	2 Fair Fair–Average quality. Fulfills at least 50% of requirements.	3 Good Average quality. Fulfills at least 85% of requirements.	4 Very Good Above average quality. Fulfills 95% of requirements.	5 Excellent Excellent quality. Fulfills 100% of requirements. Additional distinctive features.
---	--	---	--	--	--

I. Content & Delivery (35 Points) (Continued)	0	1	2	3	4	5
4. Presentation skills <ul style="list-style-type: none"> • Fluent, clear, audible delivery • Correct grammar and appropriate language use • Upright posture with practiced use of visual aids • Overall confident, direct, and animated delivery 	Poor skills throughout.	A few verbal and nonverbal skills are fairly well done but needs more practice to improve in most areas.	Fair to good skills for the majority of the presenters.	Good verbal and nonverbal skills for most presenters; somewhat confident and direct.	Very good verbal and nonverbal skills by most of team throughout most of the presentation.	Excellent understanding of engineering and engineering design process.
5. Use of model and other demonstration aids <ul style="list-style-type: none"> • Model is the key element of entire delivery • Additional visual aids, if used (posters, props, costumes, handouts) are neat, well-prepared • All aids enhance, rather than distract, from presentation • Delivery with all visual aids is well practiced and confident 	Model not referenced. No other visual aids.	Model is not used effectively. Other demonstration aids poor or non-existent.	Model is partially effective at enhancing the presentation. Other visual aids fair-good.	Good use of the model as an illustration of city design and function. Other visual aids effective and generally add to presentation.	Model used effectively to illustrate city design, function and innovations. Other visual aids very good and enhanced the presentation.	Extremely creative, integrated use of model; contributed to the understanding of city design, function and innovations. Other visual aids excellent.
6. Teamwork during presentation and Q&A <ul style="list-style-type: none"> • Team members supported each other • Team members shared time equally • Team members displayed an equal amount of knowledge • Full complement of team members (three students) 	No evidence of teamwork.	A small amount of collaboration among team members but more support of one another is needed; one or two tend to dominate during both presentation and Q&A.	Some collaboration, some support and sharing among some team members. Amount of knowledge appears unequal. One or two tend to dominate during either presentation or Q&A.	Good collaboration; support and sharing among most members. Full complement of three team members. Some team members have more knowledge and dominate.	Very good collaboration, support and sharing among the team on both Q & A and presentation. Equivalent knowledge level for most of team. Full complement of three team members.	Students fully, accurately, and confidently answer all questions with many supporting details.

CONTINUED ON NEXT PAGE

City Presentation Rubric

0	1	2	3	4	5
No Points Requirements missing.	Poor Poor–Fair quality. Fulfills at least 20% of requirements.	Fair Fair–Average quality. Fulfills at least 50% of requirements.	Good Average quality. Fulfills at least 85% of requirements.	Very Good Above average quality. Fulfills 95% of requirements.	Excellent Excellent quality. Fulfills 100% of requirements. Additional distinctive features.

Appendix:
Rubrics

I. Content & Delivery (35 Points) (Continued)	0	1	2	3	4	5
7. Questions and answers <ul style="list-style-type: none"> Answers questions with confidence Accurate, complete answers 	Unable to answer questions coherently.	Answers a few questions accurately. No supporting facts.	Students answer at least 50% of the questions accurately, few supporting facts.	Students answer 85% of questions with accuracy and some supporting facts.	Answers 95% of the questions accurately with supporting detail.	Students fully, accurately, and confidently answer all questions with many supporting details.
II. Engineering and Technology (20 Points)	0	1	2	3	4	5
8. Technologies used in city <ul style="list-style-type: none"> Innovations in technology and futuristic concepts Discusses solutions to problems: transportation, utilities, services, etc. 	No discussion.	Little discussion of technologies in city, little innovation.	Some discussion of technologies, little innovation.	Good discussion of technological solutions to problems. Somewhat innovative.	Very good discussion of technological solutions to problems. Innovative.	Excellent discussion of technological solutions to problems. Highly innovative, plausible.
9. Engineering design process <ul style="list-style-type: none"> Discusses the application of engineering design process to the Future City project. 	No discussion.	Little or no discussion of engineering design process.	Briefly discusses engineering design process	Discusses engineering design process and application to FC project.	Good discussion and understanding of engineering process. Discusses application to FC project.	Excellent discussion and understanding of engineering design process and application to FC project.
10. Engineering and engineering roles <ul style="list-style-type: none"> Demonstrates a knowledge of engineering roles in city design and operation 	No mention of engineering roles.	Mentions engineering, but little discussion of roles.	Briefly discusses and shows limited understanding of engineering.	Discusses and shows understanding of engineering.	Good discussion and understanding of engineering role.	Excellent discussion and understanding of engineering roles in city design & operation.
11. Tradeoffs <ul style="list-style-type: none"> Discusses potential limitations and benefits Analyzes tradeoffs 	No mention of tradeoffs.	Little mention of limitations or benefits. No tradeoffs.	Some discussion of limitations, benefits or tradeoffs.	Good analysis of limitations and benefits. Mentions tradeoffs.	Very good analysis of risks, limitations and benefits and the tradeoffs made.	Excellent analysis of risks, limitations and benefits and the resulting tradeoffs.

City Presentation Rubric

0 No Points Requirements missing.	1 Poor Poor–Fair quality. Fulfills at least 20% of requirements.	2 Fair Fair–Average quality. Fulfills at least 50% of requirements.	3 Good Average quality. Fulfills at least 85% of requirements.	4 Very Good Above average quality. Fulfills 95% of requirements	5 Excellent Excellent quality. Fulfills 100% of requirements. Additional distinctive features.
---	--	---	--	---	--

III. Judge Assessment Of Knowledge and Understanding (15 Points)	0	1	2	3	4	5
12. Gets It: engineering, technology and innovation <ul style="list-style-type: none"> • Demonstrates an understanding of technology used in city. • Solutions proposed are innovative • Technologies are futuristic, but plausible extrapolations of current state-of-the-art 	No understanding or technology. No plausible innovation.	“Buzzwords,” but little understanding of technology. Little innovation that is plausible.	Fair understanding of technology. Few plausible innovative solutions.	Good understanding of technology and application to the solution. Some innovative solutions and plausible technological advancements.	Very good understanding of technology. Innovative and advanced technological solutions that are plausible.	Excellent understanding of the technologies used. Solutions are innovative and advanced technologies are plausible.
13. Gets It: city design and requirements <ul style="list-style-type: none"> • Demonstrates an understanding of city issues, requirements and operation • Excellence in city design 	No city design or understanding of issues.	Overall city design is lacking. Little understanding of issues.	Overall city design is fair. Some understanding of issues.	Overall city design is good. Good understanding of issues driving the requirements.	Overall city design is very good. Understanding of issues, requirements is reflected in design.	Excellent city design shows very good understanding of issues and requirements that influenced decisions.
14. Gets it: Future City and design process <ul style="list-style-type: none"> • Understands the integration of the FC project/process from initial design, virtual city, research, model and presentation • Applies lessons learned from various phases of FC project to solution 	No understanding.	Demonstrated little understanding of the Future City design processes.	Demonstrated fair understanding of FC design process. Little indication that lessons from early testing, research used in final design.	Showed good understanding of FC design processes. Some application of knowledge gained to final solution.	Very good understanding of FC design processes. Evidence that knowledge gained in various stages applied to final solution.	Excellent understanding of FC design processes. Final solution build on knowledge gained throughout the project.