

Future City Model Rubric

0 No Points	2 POOR	4 FAIR	6 GOOD	8 VERY GOOD	10 EXCELLENT
Requirements missing	Poor-Fair quality. Fulfills at least 20% of requirements.	Fair-Average quality. Fulfills at least 50% of requirements	Average quality. Fulfills at least 90% of requirements.	Above average quality. Fulfills 100% of requirements.	Excellent quality. Fulfills 100% of requirements. Additional distinctive features.

I. CREATIVITY (20 points)	0	2	4	6	8	10
1. Illustration of Futuristic Designs <ul style="list-style-type: none"> Buildings and/or structures Infrastructure (mag-lev, space elevator) Location (outer space, underwater, ice cap, desert) Plausible and recognizable as a city 	No futuristic designs that are plausible.	Includes 1-2 futuristic designs that are plausible.	Includes few futuristic designs, 1-2 are plausible.	Several futuristic designs, few plausible.	Many futuristic designs, most plausible.	Highly futuristic. Very plausible.
2. Appearance <ul style="list-style-type: none"> Use of color, graphics, shapes, etc. Realistic elements (flora, fauna, landscapes) Pleasing, not distracting 	Not complimentary, distracting.	Fulfills at least 20% of requirements: Fair aesthetics, somewhat distracting.	Fulfills at least 50% of requirements: Fair aesthetics, not distracting.	Fulfills at least 90% of requirements: Good aesthetics enhance the model.	Very good aesthetics enhance the model.	Excellent aesthetics enhance the model.
II. QUALITY & SCALE (20 points)	0	2	4	6	8	10
3. Quality Workmanship and Age Appropriateness <ul style="list-style-type: none"> Age appropriate for 7–8th grade Quality construction Reasonably durable 	Poor quality.	Mediocre quality.	Fair to good quality.	Good quality. Age appropriate.	Very good quality. Age appropriate.	Excellent quality. Age appropriate.
4. Model Scale: <ul style="list-style-type: none"> Consistent scale throughout model Applied horizontally and vertically Appropriate scale chosen to create a good city model 	Inappropriate, inconsistent scale.	Inconsistent scale for majority of model.	Fair scale choice. Some inconsistencies.	Good scale choice. Consistently applied.	Very good scale choice; city elements easy to identify. Consistent application.	Exceptional scale, layout; City elements easy to identify. Consistent application.

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III. CITY DESIGN (50 points)	0	2	4	6	8	10
5. City Design and Livability <ul style="list-style-type: none"> Well planned design and layout (neighborhoods, green spaces, streets) Accessibility, functionality, mixed-use Eco-management: sustainability, landscape 	Fails to include expected requirements.	Little planning.	Some planning.	Planned design, accessible, mixed-use. Considers environment.	Well planned design. Accessible and mixed-use areas. Considers environment.	Excellent planning, accessibility, and environmental management.
6. Zones & Interconnectivity <ul style="list-style-type: none"> Variety of city zones, structures, infrastructure components Interconnectivity of zones and components Transportation: pedestrian, personal, public, goods & services 	Zoning unclear.	One zone, few structures. Little interconnectivity.	At least one zone, variety of structures. Some interconnectivity, but some awkward design.	1-2 zones, variety of structures. Some good interconnectivity.	Two or more zones. Good variety of structures. Good interconnectivity.	Two or more zones, good variety of structures. Very good interconnectivity.
7. Futuristic Technologies <ul style="list-style-type: none"> Examples of futuristic technologies, components Scientifically sound 	No futuristic examples.	1-2 futuristic examples. Artistic, but not scientifically sound.	Few futuristic examples. At least one scientifically sound.	Some futuristic examples which are scientifically sound.	Several futuristic examples, many of which are scientifically sound.	Highly futuristic, but based on sound scientific principals.
8. Innovative Solutions <ul style="list-style-type: none"> Examples of solutions to problems: transportation, environment, services, etc. At least one original, innovative solution 	No solutions.	One solution, not innovative.	At least one solution. Somewhat innovative.	More than one solution. Innovative and plausible.	More than one solution that is innovative.	Several innovative solutions.
9. Affordable Living Structure Illustration <ul style="list-style-type: none"> Incorporating essay topic into model At least one example of affordable living space Strives to meet "Green Ideals" of building 	No living structures.	One living space. Not clear whether affordable, green.	One living space. Appears either affordable or green.	At least one affordable living space. Somewhat green.	At least one affordable living space. Green.	More than one affordable living space. Very green.

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IV. MOVING PART COMPONENT (20 points)	0	2	4	6	8	10
10. Moving Part Innovation and Quality <ul style="list-style-type: none"> At least one moving part Quality workmanship, durability Repeatability of movement Innovative execution 	No moving parts.	One moving part. Fair quality. One time movement.	One moving part. Good quality.	At least one moving part. Good quality. Repeatable movement. Somewhat innovative.	More than one moving part. Very good quality. Repeatable movement. Innovative.	More than one moving part. Excellent quality, repeatable movement, highly innovative.
11. Moving Part Relationship to the Design or Function of the City <ul style="list-style-type: none"> At least one moving part Closely related to function of the city 	No moving parts.	Moving part cosmetic; not relevant to city design.	Moving part loosely related to city design.	Moving part relevant to city design.	At least one moving part intrinsic to city design.	More than one moving part essential to city design.

V. USE OF RECYCLED MATERIALS (10 points)	0	2	4	6	8	10
12. Use of Recycled Materials <ul style="list-style-type: none"> Most of model made from recycled materials Variety of materials, imaginative or unusual materials Creative modification or application of materials 	No recycled materials used.	Few recycled materials. Some creative materials. No modifications.	At least 50% recycled materials. Little or no variety. Some attempt to modify.	More than 75% recycled. Some variety. Some creative materials. Some creatively modified.	More than 75% recycled. Good variety. Many creative materials and modifications.	Almost all recycled. High level of creative and creatively modified materials.