|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | SCORING ITEM | 4 POINTS | 3 POINTS | 2 POINTS | 1 POINT | 0 POINTS |
| **DEVICE** | **Device may not cause damage or leave marks of any kind** | No marks | 1 mark | 2 marks | 3 marks | More than 3 marks |
| **The object that is being raised cannot be destroyed or damaged** |  |  | No damage |  | Damaged |
| **Device must be easily stored: no larger than 2 feet in any dimension when not being used.** | No longer than 2 feet in any dimension and easily stored | No longer than 2 feet in any dimension and not easily stored | Longer than 2 feet in one dimension but easily stored | Longer than 2 feet in one dimension and not easily stored | Longer than 2 feet in more than one dimension |
| **Device is easily assembled** |  |  | 20 seconds or less |  | More than 20 seconds |
| **Device is able to be used by a person with C7 injury** |  |  | Within physical limitations |  | Not within physical limitations |
| **Device successfully completes the task** | Task is completed in one try | Task is completed in two tries | Task is completed in three tries | Task is completed in more than three tries | Task is not completed |
| **TOTAL** | \_\_\_\_\_\_\_\_/18 | | | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **SCORING ITEM** | 4 POINTS | 3 POINTS | 2 POINTS | 1 POINT | 0 POINTS |
| **DESIGN PROCESS** | **Group provides possible solutions to the challenge** | Group submits at least 4 possible solutions | Group submits 3 possible solutions | Group submits 2 possible solutions | Group submits 1 possible solutions | Group submits  0 possible solutions |
| **Group provides a sketch of chosen solution with dimensions and materials** | Sketch is clear and indicates dimensions and materials | Sketch is clear but does not include dimensions OR  does not include materials | Sketch is clear but does not include dimensions or materials | Sketch is unclear and does not include dimensions or materials | Sketch is not provided |
| **Thought through the challenge from a design cycle standpoint - performed ongoing testing** | Tested device and included two or more cycles of revision | Tested device and included one revision cycle |  | Tested device but did not make revisions | Did not test before competition |
| **TOTAL** | \_\_\_\_\_\_\_/12 | | | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| SCORING ITEM | | 4 POINTS | 3 POINTS | 2 POINTS | 1 POINT | 0 POINTS |
| **GROUP WORK** | **Each member of the team should participate in the brainstorming, building, testing and presentation of your invention** |  | Collaboration among entire team is evident throughout | Cooperation among entire team is evident throughout | One team member dominates the design challenge |  |
| **Focused on the task** | Consistently stays focused on the task and what needs to be done. Very self-directed | Focuses on the task and what needs to be done most of the time. Other group members can count on this person. | Focuses on the task and what needs to be done some of the time. Other group members must prod and remind this person to stay on task | Rarely focuses on the task and what needs to be done. Lets others do the work | Does not contribute to the team at all |
| **Problem-Solving** |  | Actively looks for and suggests solutions to problems | Does not suggest solutions but refines solutions suggested by others | Does not suggest or refine solutions but is willing to try out solutions suggested by others | Does not try to solve problems |
| **Working with Others** | Always listens to, shares with, and supports the efforts of others | Usually listens to and supports the efforts of others, does not cause waves | Often listens to others but is not always a good team member | Rarely listens to others and is not a good team player | Does not make any effort to work with the team |
| **TOTAL** | \_\_\_\_\_\_\_\_/14 | | | | |

**GRAND TOTAL \_\_\_\_\_\_/44**