Presentation Rubric for Design Project/Data

Name	 Grade: <u>6th</u>

Your project for first semester is to take an everyday object and make it better. We saw IDEO take a shopping cart and make it better, applying creativity within the constraints and meeting the criteria.

- 1. SELECT an object to improve upon that you feel YOU can modify for improvements. The only **constraint** on this step is the price of **all** materials must have a shelf price at or **below** \$15.00 (The cheaper, the better!). Date_____
- 2. RESEARCH ways the item could be improved to make it more useful, efficient, etc. The **criteria** is that your idea(s) is/are relevant, meaningful and add value to the object. You may wish to start by finding out (a) how the item is usually used, (b) what problems or difficulties people have with the item and (c)"brainstorming" ideas for improvement. Provide
- evidence of your research, thinking and input from others. Record what affects your research: feasibility of the changes, things that might work but that you can't actually create, etc. Date_____
- 3. EXPERIMENT with designs. Take notes, collect data on the problem(s) you are addressing. This may mean researching how others respond to your prototype(s). <u>ONGOING until</u>____
- 4. PRESENT to the class a **demonstration of your prototype or model**, along with **evidence and data**. This should be 5-7minutes including questions from your peers. Presentations: _____

	Partially Proficient	Proficient	Advanced
Object/ Research	 Did not meet the criteria of price or no evidence Ideas were not serious attempts at improvement No or little evidence of brainstorming No or little evidence of research 	 Met the criteria of price, supported with evidence. Ideas were serious attempts at improvement No or little evidence of brainstorming Some evidence of research, mostly webbased 	 O Met the criteria of price, supported with evidence O Ideas were serious attempts at improvement that add clear value O No or little evidence of brainstorming O Extensive evidence of research: interviews, history of product, its use, it's problems
Design Process	 No or few notes, drawings Does not include data No or little evidence of multiple attempts or experiments 	 Adequate notes, drawings Includes data Evidence of multiple attempts or experiments 	 Extensive notes, drawings Extensive data (polling users, quantitative data) Clear evidence of multiple attempts or experiments (multiple diagrams, photos, models, etc.)
Presentation	 No model or prototype presented Not well prepared Could not answer most questions from peers Evidence and design process are unclear, or not presented 	 Adequate model or prototype presented Prepared, informed Addresses audience questions Evidence and design process are clear, 	 Functional or well-designed model or prototype presented Well-prepared, informed, rehearsed, creative Addresses audience questions in great depth, showing wide learning during research. Evidence and design process are clear, easy to view