

STEAM Showcase Rubric

	EMERGING	APPROACHING	PROFICIENT	DISTINGUISHED
CONNECTION TO THEME The Story of...	Project demonstrates <i>limited</i> connection to Showcase theme.	Project <i>clearly</i> demonstrates connection to Showcase theme.	Project <i>clearly</i> demonstrates connection to Showcase theme and student(s) can articulate that connection.	Project demonstrates connection to Showcase theme in a novel or extended way and student(s) can articulate that connection.
PURPOSE	Project has no clear purpose.	Project's only purpose is exhibition at the Showcase.	Project has a purpose beyond exhibition at the Showcase.	Project has a clearly defined purpose beyond exhibition at the Showcase that has the potential to impact an entity beyond the student's immediate sphere.
INTEGRATION	Project includes only one STEAM area.	Project includes multiple STEAM areas, but they are separate.	Multiple STEAM areas are integrated in a way that enhances the overall project.	Symbiotic integration of STEAM areas is evident and vital to the overall project.
PROCESS	Some of the following elements of the process are evident: <ul style="list-style-type: none"> documentation organization reflection incorporation of feedback Evidence of collaboration and contributions by all members <i>(as applicable)</i> 	Many of the following elements of the process are evident: <ul style="list-style-type: none"> documentation organization reflection incorporation of feedback Evidence of collaboration and contributions by all members <i>(as applicable)</i> 	Most of the following elements of the process are evident: <ul style="list-style-type: none"> documentation organization reflection incorporation of feedback Evidence of collaboration and contributions by all members <i>(as applicable)</i> 	All of the following elements of the process are evident: <ul style="list-style-type: none"> documentation organization reflection incorporation of feedback Evidence of collaboration and contributions by all members <i>(as applicable)</i>
CONTENT MASTERY	Project demonstrates <i>limited</i> understanding of relevant curricular content.	Project demonstrates understanding of relevant curricular content.	Project demonstrates understanding of relevant curricular content and its applications. Student can articulate how his/her design relates to curricular content.	Project demonstrates understanding of relevant curricular content and its applications. Student/s can articulate how his/her design enhances others' understanding of content.
EXHIBITION	Artifact/product exhibited. Exhibition is static.	Artifact/product exhibited and some explanation given. Exhibition has some interactive and/or creative elements.	Artifact/product exhibited and detailed explanation given demonstrating some understanding of process and product connections. Exhibition includes interactive and/or creative elements.	Artifact/product exhibited and detailed explanation given demonstrating full understanding of process and product connections. Exhibition includes a high level of creative and/or interactive elements. All team members contribute to the exhibition <i>(as applicable)</i> .

2023 STEAM Showcase Theme

The Story of... is an invitation for students to explore and share about a topic, challenge, experiment, or historical or current issue that they find engaging and relevant. This theme is broad with the intent that multiple content areas could be incorporated as relevant to the class, project, or student interest. Students could research a past or current historical issue, discovery, or challenge and represent this in story form. They could engage in an investigation or engineering challenge and chronicle the story of their work and its outcomes. Students might explore data representation and visualization and how these can be used to tell a story. They might use storytelling techniques to draw attention to an issue (environmental, social justice, technological, natural disaster, etc.), call for change on a local or global level, or highlight the work of significant historical or contemporary professionals. Their projects should incorporate two or more elements of STEAM either in the content or the presentation of their story. For example, they might choose to tell a story of environmental injustice via film and photos (science, technology, and art).

Potential Project Interview Questions

Connection to Theme

- How does your project connect to the theme (The Story of...)?

Purpose

- What was your reason or purpose for developing your project?
- What is the purpose of your showcase artifact(s)? (education of the public, prototype of design, artistic expression, etc.)
- What impact do you hope your project will have?
- If you were to continue with your project, how might it change other people's lives or perspectives?

Integration

- Which areas of STEAM (Science, Technology, Engineering, Arts, Mathematics) are represented in your project?
- How does the inclusion of different STEAM areas make your project stronger?
- How would your project be different if you didn't include one of the STEAM areas you integrated?

Process

- Describe to us your documentation (digital or physical). **Note:** *If there is no documentation, a project cannot score higher than "Approaching" on the rubric for this category.*
- Describe the feedback you received. Who did you get feedback from? What did you do or change as a result of feedback?
- *As applicable for groups:* How did you work together to develop your project? Who contributed which pieces? What did you learn by collaborating?
- What are your thoughts about your project now? What would you change or keep the same if you had time to work on it further?

Content Mastery

- What content/information (science, math, art, etc.) did you have to learn in order to work on your project?
- How does your project (documentation, showcase artifact etc.) show the content or information you learned?

Exhibition

- Describe or show your artifact or product. How does it relate to your overall project?
- What made you decide to display (or present) your work as you did? Do you think your display or presentation engages viewers? Why or why not?
- *As applicable for groups:* Describe how different group members contributed to your display or presentation.