



City Model 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 with additional distinctive features.

I. City Design (30 Points)	0	1	2	3	4	5
1. City zoning <ul style="list-style-type: none"> Includes the three primary zones: residential, commercial, and industrial 	No evidence of zoning. No variety of structures.	Zoning unclear. Little variety of structures. Only one type of zone presented.	Somewhat clear zones. Small variety of structures. Only two types of zones presented.	Fairly clear zones, some variety of structures. At least three zones.	Clear zones and some variety of structures. Could be more comprehensive. At least three zones.	Clear and thorough zones. Excellent variety of recognizable structures. At least three zones.
2. City infrastructure <ul style="list-style-type: none"> Could include water, power, utilities, etc. Relevant to the challenges of living on the Moon 	No infrastructure examples.	Poor examples. Unrelated to living on the Moon.	Some examples. Does not address needs of living on the Moon.	Fairly clear examples. Not strongly related to living on the Moon.	Clear examples. Related to living on the Moon.	Clear and thorough examples. Related to the challenges of living on the Moon.
3. City services <ul style="list-style-type: none"> Could include healthcare, education, etc. Essential to city operations 	No city service examples.	Poor examples of services. Unrelated to city operations.	Some examples of services. Barely related to city operations.	Fairly clear examples of services. Slightly related to city operations.	Clear examples of services. Moderately related to city operations.	Clear and thorough examples of services. Essential to city operations.
4. Transportation system <ul style="list-style-type: none"> Variety of transportation modes Transportation system(s) addresses the needs of the city and its residents 	No transportation system.	Poor description of one mode of transportation. Does not address the transportation needs of the city.	Fair description of one or two modes. Overall system does not meet the needs of city.	Good description of one or two modes of transportation. Overall system meets most needs of the city.	Very good description of at least two modes of transportation. System addresses needs of city and its residents but could be more thorough.	Excellent description of two or more modes of transportation. System fully and thoroughly addresses needs of city and its residents.
5. Living on the Moon: Example 1 <ul style="list-style-type: none"> Shows how city uses a Moon resource to keep residents safe and healthy 	No description of the first Moon resource and its use in the city.	Poor description of the first Moon resource and its use in the city.	Fair description of the first Moon resource and its use in the city.	Good description of the first Moon resource and its use in the city.	Clear description of the first Moon resource and its use in the city, including how it keeps residents safe and healthy.	Clear and thorough description of the first Moon resource and its use in the city, including how it keeps residents safe and healthy.

Appendix:
Deliverables
City Model



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<p>6. Living on the Moon: Example 2</p> <ul style="list-style-type: none"> Shows how city uses a Moon resource to keep residents safe and healthy 	No description of the second Moon resource and its use in the city.	Poor description of the second Moon resource and its use in the city.	Fair description of the second Moon resource and its use in the city.	Good description of the second Moon resource and its use in the city.	Clear description of the second Moon resource and its use in the city, including how it keeps residents safe and healthy.	Clear and thorough description of the second Moon resource and its use in the city, including how it keeps residents safe and healthy.
II. Build It: Quality, Scale, & Materials (20 Points)	0	1	2	3	4	5
<p>7. Innovative construction</p> <ul style="list-style-type: none"> Variety of materials Imaginative, unusual, or noteworthy materials Creative modifications of recycled materials 	No creativity or innovation. No recycled/repurposed materials.	Very little creativity and modification of materials. Very little variety of materials. Many materials are purchased.	Fairly creative modifications. Some variety of materials, but could be improved. Few recycled/repurposed materials.	Good creativity shown via modified materials. Good variety of materials. Features recycled/repurposed materials.	Very good creativity. Very good variety of materials that are creatively modified. Many materials are recycled/repurposed.	Excellent creativity. Wide variety of materials that are creatively modified. Few purchased items. Most materials are recycled/repurposed.
<p>8. Appearance</p> <ul style="list-style-type: none"> Use of color, graphics, shapes, etc. Realistic elements landscapes/geography Age appropriate for 6th, 7th, 8th grades 	No aesthetics.	Poor aesthetics.	Fair aesthetics. Age appropriate.	Good aesthetics. Age appropriate.	Very good aesthetics that enhance overall city feel. Age appropriate.	Excellent and realistic aesthetics that enhance the overall city feel. Age appropriate.
<p>9. Model scale</p> <ul style="list-style-type: none"> Accurate demonstration of scale 	Scale not provided.	The scale calculations as provided are grossly inaccurate.	Choice of scale is fair. Only minor calculation errors, if any.	Good scale. Calculations are accurate and choice of scale is somewhat reasonable.	Very good scale. Calculations are accurate and examples demonstrate an appropriate scale.	Calculations are flawless and choice of scale is excellent.
<p>10. Moving part</p> <ul style="list-style-type: none"> Related to design or function of city Quality workmanship, durability Description of moving part Successful demonstration of movement 	No moving part.	Moving part cosmetic; not related to city function. No description of how the team built the moving part.	Moving part not relevant to city function. Unclear or confusing description of how the team built the moving part.	Moving part somewhat related to city function. Good description of how the team built the moving part.	Moving part is related to city function. Very good description of how the team built the moving part.	Moving part is essential to city function. Excellent description of how the team built the moving part.

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III. Judge Assessment of Model (15 Points)	0	1	2	3	4	5
11. Overall innovation <ul style="list-style-type: none"> • Creatively solves problems of living on the Moon • Effectively utilizes available resources for city services and systems 	No innovative services or systems.	Underdeveloped design of city services and systems that lacks innovation.	Fair innovation and creativity, but design of city services and systems could be improved.	Good amount of innovation and creativity. Moderately developed design of city services and systems.	Very innovative and creative. Clearly developed design of city services and systems.	Extremely innovative and creative. Thoroughly developed design of city services and systems.
12. Application of futuristic, advanced technologies <ul style="list-style-type: none"> • Includes futuristic technologies, components, infrastructure • Important to function of the city 	No futuristic examples.	Poor futuristic examples. Not important to the function of the city.	Fair futuristic examples. Somewhat related to function of the city.	Good futuristic examples. Related to function of the city.	Very good futuristic examples. Important to the function of the city.	Excellent futuristic examples. Very important to the function of the city.
13. Model effectiveness <ul style="list-style-type: none"> • Functions as standalone representation of city • Function and purpose of model elements and relationship to each other is evident • Accurate spelling and grammar 	Ineffective representation of a city.	Poor representation of a city. For many elements, one asks, “What is this and why is it here?”	Fair representation of a city, however the function and purpose of many of the elements is not evident.	Good representation of a city, but purpose/function of some elements not evident.	Very good representation of a city. A few elements not obvious.	Extremely effective representation of a future city. Function and purpose of elements easy to understand.