



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. Additional distinctive features.

I. City Design (20 Points)	0	1	2	3	4	5
1. City representation <ul style="list-style-type: none"> Includes all zones: residential, commercial, industrial Clearly recognizable elements, identifiable structures, zones 	No evidence of zoning. No variety of structures.	Zoning unclear. Little variety of structures.	At least one zone; small variety of structures.	One or two zones, some variety of structures.	Two or more zones and some variety of structures. Could be more comprehensive.	All three zones; excellent variety of recognizable structures.
2. City infrastructure and services <ul style="list-style-type: none"> Includes essential infrastructure (water, roadways, power, utilities, etc.) Includes variety of essential city services (public safety, health, education, etc.) 	No infrastructure or services.	Shows very little infrastructure and services.	Few infrastructure or service components.	Some infrastructure and services. Not all essential to city operation.	Several infrastructure and services. Not all essential to city operation.	Several comprehensive infrastructure and services essential to city operation.
3. Interconnectivity within city <ul style="list-style-type: none"> Interconnectivity of zones and infrastructure Transportation modes: pedestrian, public, goods and services 	No interconnectivity.	Little interconnectivity.	Some interconnectivity, but some awkward design. Few transportation modes shown.	Adequate interconnectivity and transportation modes.	Very good interconnectivity and illustration of transportation modes.	Excellent interconnectivity of zones and illustration of transportation modes.
4. Model demonstrates theme: Powering Our Future <ul style="list-style-type: none"> Essay topic/theme incorporated into model Shows solution for theme 	No illustration of problem or solution.	Little illustration of problem or solution.	Some illustration of problem and attempt at solution.	Fairly clear illustration of solution for theme topic.	Clear illustration of solution for the problem presented by theme.	Clear and thorough illustration and overall solution for problem presented by theme.
II. Build It: Quality & Scale (15 Points)	0	1	2	3	4	5
5. Quality workmanship and age appropriateness <ul style="list-style-type: none"> Age appropriate for 6th, 7th, 8th grades 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.

Appendix:
Deliverables
City Model

CONTINUED ON NEXT PAGE



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Appendix:
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City Model

II. Build It: Quality & Scale (15 Points) (Continued)	0	1	2	3	4	5
6. Appearance <ul style="list-style-type: none"> Use of color, graphics, shapes, etc. Realistic elements (flora, fauna, landscapes) 	No aesthetics.	Poor aesthetics.	Fair aesthetics.	Good aesthetics that enhance the model.	Very good aesthetics that enhance the model.	Excellent and realistic aesthetics that enhance the model.
7. Model scale: <ul style="list-style-type: none"> Appropriate scale chosen to create a good city model Two scales may be used as long as they are clearly defined, easily determined by sight, and indicated on the team's Model Identification index card Applied horizontally and vertically 	Scale not used.	Inconsistent scale for majority of model.	Fair scale choice. Some scale inconsistencies.	Good scale choice; city elements easy to identify. Scale(s) consistently applied.	Very good scale choice; city elements easy to identify. Consistent application of scale(s).	Excellent scale choice; city elements very easy to identify. Consistent application of scale(s).
III. Build It: Materials and Moving Parts (15 Points)	0	1	2	3	4	5
8. Innovative construction materials, techniques <ul style="list-style-type: none"> Variety of materials, imaginative or unusual materials Creative modification and application of recycled materials Building materials are primarily recyclable 	No creativity or innovation.	Few recycled materials. Very few creative materials or materials used without modifications.	Recycled materials. Little creativity, variety. Little attempt to modify.	Recycled materials. Some variety of innovative materials. Some creatively modified recycled materials.	Recycled materials. Good variety of innovative materials. Many creative modifications and applications.	Recycled materials. Exceptionally varied and innovative. Most creatively modified and applied.
9. Moving part innovation and quality <ul style="list-style-type: none"> At least one moving part Quality workmanship, durability Repeatability of movement Innovative execution and creative engineering 	No moving part.	One moving part. Fair quality. One time movement. Minimum engineering or modification to a purchased moving part.	One moving part. Good quality. Little innovation. Little engineering or modification to a purchased moving part.	At least one moving part. Good quality. Repeatable movement. Somewhat innovative.	At least one moving part. Very good quality. Repeatable movement. Innovative.	More than one moving part. Excellent quality. Repeatable movement. Highly innovative.

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III. Build It (Continued)	0	1	2	3	4	5
10. Moving part <ul style="list-style-type: none"> At least one moving part Related to design or function of city 	No moving part.	Moving part cosmetic; not relevant to city function.	Moving part not relevant to city function.	At least one moving part somewhat related to city function.	At least one moving part intrinsic to city function.	More than one moving part essential to city function.
IV. Judge Assessment of Model (20 Points)	0	1	2	3	4	5
11. City Design <ul style="list-style-type: none"> Well planned. Considers livability concepts: <ul style="list-style-type: none"> Neighborhoods, green spaces, mixed zones Interconnectivity Sustainable Accessibility 	No planning.	Little planning. Very little consideration of livability concepts.	Some planning is obvious. A few livability elements included.	Planned design. Incorporates some livability concepts.	Well-planned design. Incorporates several livability elements.	Clear and thorough planning and design. Highly livable.
12. Innovative solutions <ul style="list-style-type: none"> Creative design of city services and systems (transportation, waste management, recreation, etc) Technologically plausible 	No systems.	Underdeveloped design of city services and systems. Not technologically plausible.	Fair design of city services and systems. Could be more creative. Technology is somewhat plausible.	Creative and moderately developed design of city services and systems. Technology is somewhat plausible.	Creative and clearly developed design of city services and systems. Technology is plausible.	Very creative and thoroughly developed design of city services and systems. Technology is plausible.
13. Application of futuristic, advanced technologies <ul style="list-style-type: none"> Includes futuristic technologies, components, infrastructure Plausible extrapolations of scientific advancements 	No futuristic examples.	One or two futuristic examples. Artistic, but not technologically or scientifically sound.	Few futuristic examples. At least one technological or scientifically sound.	Some futuristic examples, most of which are technologically and scientifically sound.	Several futuristic examples, many of which are technologically and scientifically sound.	Highly futuristic and based on sound technological and scientific principles.
14. Model effectiveness <ul style="list-style-type: none"> Functions as stand-alone representation of city design Function and purpose of model elements and relationship to each other is evident on visual examination 	No effective representation.	Fair representation of a city. But for many elements, one asks “What is this and why is it here?”	Good representation of a city, however the function and purpose of many of the elements is not evident.	Good visual representation of a city, but purpose/function of some elements not evident.	Very good visual representation of a city. A few elements not obvious.	Extremely effective visual representation of a future city. Function and purpose of elements easy to understand.