

# STEAM Rubric for Young Students

Student Name: \_\_\_\_\_

Categories	Needs Support 1 point 	Meets Expectation 2 points 	Exceeds Expectations 3 points 
Planning	Student has trouble coming up with ideas and following direction.	Student comes up with basic ideas and follows directions.	Student comes up with interesting, detailed ideas and follows directions.
Ingenuity	Student does not experiment and rushes to completion.	Student experiments as they design and build.	Student experiments, both in and out of the box, as they design and build.
Perseverance	Students puts little effort into their design and makes an incomplete or unsatisfactory project.	Student designs and makes a serviceable project.	Student designs and goes above and beyond expectations and creates a detailed and fully fleshed out project.
Presentation	Student won't present project even with accommodations.	Student stands in front of peers and presents project.	Student presents to class with a strong voice, and answers questions from other students.
Final score:			

Notes- \_\_\_\_\_

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