CREATIVITY & INNOVATION RUBRIC for PBL

(for grades 3-5)

PROCESS							
Creativity & Innovation Opportunity at Phases of a Project	Below Standard	Approaching Standard	At Standard	Above Standard			
Launching the Project Define the Creative Challenge	 ▶ I may just "follow directions" without understanding why something needs to be created ▶ I still need to learn how to think about what people might need or like when they use or see what is created 	 ▶ I know that something needs to be created but cannot give detailed reasons why ▶ I have a basic idea of what people might need or like when they use or see what is created 	 ▶ I understand the reasons why something needs to be created ▶ I understand the needs and interests of the people who will use or see what is created 				
Building Knowledge, Understanding, and Skills Identify Sources of Information	▶ I use only the usual sources of information (website, book, article)	▶ I find one or two sources of information that are unusual	▶ I find unusual ways to get information				
Developing and Revising Ideas and Products Generate and Select Ideas	 ▶ I think of ideas for the product that are not new or original ▶ I pick an idea without deciding which one is best ▶ I still need to learn how to improve on the idea ▶ I still need to learn how to use feedback from others to improve written products 	 I think of some new ideas for the product I quickly decide which idea is best I might think about how to improve on the idea, but might not I use some feedback to make small changes in written products 	 ▶ I think of many new ideas for the product ▶ I carefully decide which idea is best ▶ I ask new questions and think about how to improve on the idea ▶ I use feedback from others to improve written products 				
Presenting Products and Answers to Driving Question Present Work to Users/Target Audience	▶ I present ideas and products in just the regular ways (show PowerPoint slides, read notes, have no audience involvement)	 ▶ I try to add some interesting touches to visual aids but they may not add much, or they may be distracting ▶ I try to involve the audience actively in the presentation but it is very quick or does not work well 	 ▶ I create visual aids that are interesting to see and hear ▶ I involve the audience actively in the presentation (ask them questions, have them do an activity) 				

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PRODUCT							
	Below Standard	Approaching Standard	At Standard	Above Standard			
Originality	➤ My product looks like things that have been seen before; it is not new or unique	► My product has some new ideas, but it still looks mostly like things that have been seen before	► My product is new, unique, surprising; shows a personal touch				
Value	 ▶ My product is not useful or valuable by the people who use or see it ▶ My product would not work in the real world 	 ▶ My product is somewhat useful but it may not exactly meet the needs of people who use or see it ▶ My product might work in the real world, but might have problems 	 ▶ My product is seen as useful and valuable by the people who use or see it ▶ My product would work in the real world (not too hard, expensive, time-consuming to create) 				
Style	 My product looks like other things like this; it is made in a traditional style My product has several pieces that do not fit together; it is a mish-mash 	 ▶ My product has some interesting touches ▶ My product has some pieces that may be too much or do not fit together well 	 ▶ My product is well-made, impressive, designed with style ▶ My product's pieces all go well together 				

Note: The term "product" is used in this rubric as an umbrella term for the result of the process of innovation during a project. A product may be a constructed object, proposal, presentation, solution to a problem, service, system, work of art or piece of writing, an invention, event, improvement to an existing product, etc.