

Team: \_\_\_\_\_

Judge: \_\_\_\_\_\_



Total: \_\_\_\_\_ / 16 pts.

Sov.	4 - Surpassing Expectations "Stunning job!" Meets category expectations thoroughly and thoughtfully and provides extensive documentation. Surpasses expectations of what can be done in 12 hours. Impressive.	<b>3 - Meeting Expectations</b> <b>"Great job!"</b> Meets category expectations, provides evidence of thought and demonstrated effort at documentation. <i>Nicely done</i> .	2 - Approaching Expectations "Nice job!" Meets category expectations fairly well. A few unresolved questions or issues. <i>Great start.</i>	<b>1 - Minimal Expectations</b> <b>"Good start!"</b> Needs more work. To meet category expectations. Many unresolved questions. <i>Good start and great idea!</i> <i>Needs some more time.</i>
Stakeholder Validation	Feedback for team:			
Who are the intended stakeholders, and how were they identified and chosen?				
Did the team get out and talk to stakeholders?				
What is the value proposition to the stakeholders?				
How well does the team understand their stakeholders and their stakeholders' needs?	SCORE:			
Need & Solution	Feedback for team:			
Have they identified a core need for a classroom / school / learning community related to equity?				
How well does the solution solve the need?				
Have they demonstrated a way the idea/product will make a difference?	SCORE:			



# NYSED / NYSCATE 2019 Student Create-a-thon



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Execution & Design	Feedback for team:				
Have they designed a viable digital artifact?					
Did the group have a solution or working demo?					
	SCORE:				
Presentation	Feedback for team:				
Does the presentation clearly present the need, stakeholders, and solution?					
Was it well-organized, concise and focused?					
Was the team prepared to answer the judges' questions?					
	SCORE:				





#### **Judging Instructions**

#### **Judging Criteria**

- 1. **Stakeholder Validation** Are teams building something that stakeholders (students, parents, teachers, administrators) actually want? How well does the team understand their stakeholders and their stakeholders' needs? Did the team get out and talk to customers? What is the value proposition to stakeholders/learning community?
- 2. **Need & Solution** How does the team plan on executing the idea in the classroom/school/learning community? Have they thought about (either solved or identified problems) the needs of the community, research in the field, implications for implementation?
- 3. **Execution and Design** Have they designed a viable digital artifact during the event (software, hardware, etc.)? Does it captivate the user? Were they able to demo something functional?'
- 4. **Presentation** Does the presentation clearly address the need for the project? Does the team answer the questions with specific data to support the solution?

### Instructions for Judging

- Use a different score sheet for each team.
- Rate the team in each category on a scale of 4-1. (4= Surpassed all your expectations in the category, 1=minimally met expectations.)
- Take notes on each team for each category. *Please give them useful feedback we will be giving the sheets to the teams after the event.*
- The primary purpose is aid in deliberation, rather than provide a recipe to calculate the winning teams.

## Instructions for Deliberation

- All teams will be recognized for their participation.
- Choose the team that most thoroughly represents the four judging criteria.
- The overall winner should be the team that shines the most in all four categories. The overall winner should be the team you would most anticipate developing the project/idea.