

## STEAM FAIR JUDGING CRITERIA - Showcase

Rube Goldberg (10 points)	STEAM Essays (10 points)	Reverse Engineering and Invention (10 points)	Robotics and Coding (10 points)
<ul style="list-style-type: none"> <li>● Numerous types of simple machines are used and identified accurately.</li> <li>● Several types of energy transfers are used and identified correctly, including indication of direction.</li> <li>● Duration of a sequential event (time) is taken into account as part of the sequence.</li> <li>● Complexity and quantity of steps are considered during development.</li> <li>● Multiple converging simultaneous, recurring, or reusable paths are provided.</li> <li>● Device has a clearly identified task, and a simple trigger event initiates the operation.</li> <li>● Diagram of the operation is understandable.</li> </ul>	<ul style="list-style-type: none"> <li>● Structure of entry is well designed for the intended storyline or concept (may include unusual formatting of unique sequencing)</li> <li>● Combination of entry formats (illustrations with storylines, storyboards with plays, etc.) are well done and appropriate.</li> <li>● “Willful suspension of disbelief” effort is almost negligible.</li> <li>● Stories, visions, and/or characters keep the reader’s attention and interest.</li> <li>● Knowledge and understanding of the topic is conveyed.</li> <li>● Use of an alternate scientific idea or concept, which is not currently proven, is important to the piece.</li> </ul>	<p><b>Project Type: Invention</b></p> <ul style="list-style-type: none"> <li>● Invention addresses real world problem</li> <li>● Prototype of ‘mock-up’ is relevant and complete enough to show the important aspects of the invention.</li> <li>● Components (materials /sub-components) of the device are correctly identified, and their functions are described.</li> </ul> <p><b>Project Type: Reverse Engineering</b></p> <ul style="list-style-type: none"> <li>● Disassembly of this product will help the audience understand an unfamiliar operational concept.</li> <li>● How the original unit operates based on the disassembled components works is described completely and accurately</li> <li>● Product selected has appropriate complexity to allow understanding without being overly simple</li> <li>● Cause and Effect between and within sub-assemblies is correctly identified</li> <li>● Methods and concepts are evaluated to improve the disassembled product</li> <li>● Components (materials /sub-components) of the device are correctly identified, and their functions are described.</li> </ul>	<ul style="list-style-type: none"> <li>● The entered robot or software is complete and operational, or if s subassembly, is a critical portion that demonstrates function and operability</li> <li>● The function and purpose of the entry is clearly explained</li> <li>● Any sub-components are described and clarified completely.</li> <li>● The means of operation of the robot or software is explained to an appropriate level for the intended audience</li> <li>● Design information and/or software source code is documented and explained adequately.</li> <li>● Documentation shows the process of building and designing your robot with illustration of plans and steps.</li> </ul>

<b>Artwork (10 points)</b>	<b>Project Based Learning (10 points)</b>
<ul style="list-style-type: none"> <li>• Demonstrates qualities &amp; characteristics of various media, techniques &amp; process</li> <li>• Insight and depth of content understanding are evident</li> <li>• Demonstrates respectful use of tools and materials</li> <li>• Artwork reflects deliberate control having good craftsmanship</li> <li>• Expresses original idea and insightful perspectives with an appropriate amount of details</li> <li>• Inspirational usage and design around a STEM-related theme</li> </ul>	<ul style="list-style-type: none"> <li>• Students demonstrate specific skills such as critical thinking, collaboration, and creativity</li> <li>• The project demonstrates and applies in-depth knowledge about the chosen STEAM content</li> <li>• Student-centered inquiry is apparent throughout the development of the project</li> <li>• Students posed questions, gathered &amp; interpreted data, developed and evaluated a solution or built evidence for answers and asked further questions</li> <li>• Students communicate effectively and passionately about their process and design</li> </ul>

### Creativity/Originality (10 points)

- Is the project topic unique or the approach original?
- Has the student used a novel approach for checking the hypothesis or testing an engineering design or software? Projects from the internet or other sources are acceptable if clearly acknowledged but should be scored lower.
- Evidence of student's contributions: What level of assistance was received for the idea and execution?

### Thoroughness/Organized/Completed (10 points)

For all:

- Record of daily work is evident in notebook/journal
- Notebook supports evidence of work completed.

If applicable:

- Is there development of the product over time?
- Are there adequate data, drawings, flowcharts, schematics presented to address the scope?
- Has all of the work been completed in the past 12 months?
- Is the interpretation or performance claims supported with data?
- Are procedures and materials thoroughly documented?
- Were photos of hardware prototypes or a software demo provided?

**Skill/Comprehension (10 points)**

For all:

- How much mentoring or other help did the student receive to carry out experiments or testing?
- Does the student understand the subject?

If applicable:

- Has the student used good laboratory, technical or programming skills?
- Did the student build equipment, design experiments, or program software?

**Clarity (10 points)**

- Are the summary, board, and oral communication accurate and understandable?
- Are the data and test results clear?
- Are phases of the project presented in an orderly manner?