

# Scenic Design Unit Rubric

Total: 100 Points

Criteria	Excellent	Satisfactory	Needs Improvement	Points
<b>Goal 1 - Foundational Knowledge (25 pts)</b>	22-25 pts - Clearly identifies and applies knowledge of lumber, tools and fasteners and accurately uses math with fractions to create precise cut lists and layouts.	18-21 pts - Shows general understanding of materials and measurements; some errors in math or layout.	0-17 pts - Limited understanding; unable to accurately identify or apply materials and math.	___/25
<b>Goal 2 - Drafting &amp; Design (25 pts)</b>	22-25 pts - Demonstrates strong drafting skills with accurate elevations, ground plans and perspective grids and uses scale and tools correctly.	18-21 pts - Demonstrates basic drafting ability; minor errors in scale or labeling.	0-17 pts - Drafting is incomplete, inaccurate, or lacks understanding of scale and technique.	___/25
<b>Goal 3 - Artistic Concept &amp; Research (25 pts)</b>	22-25 pts - Thoroughly researches and designs a scenic concept that reflects both director's and designer's vision and includes detailed boards or sketches.	18-21 pts - Demonstrates some research and concept development; design connects loosely to vision.	0-17 pts - Minimal research or unclear concept; weak or missing connection to play's vision.	___/25
<b>Reflection &amp; Participation (25 pts)</b>	22-25 pts - Actively participates, provides feedback and reflects thoughtfully on design choices and process.	18-21 pts - Participates regularly with basic reflection on design process.	0-17 pts - Limited or no participation or reflection; lacks engagement.	___/25

Total: \_\_\_/100