

Brave New Worlds Project (2016-17): SHORT STORY Rubric

| | Advanced (100%) | Proficient (83%) | Developing (70%) | Limited (0-50%) |
|---|--|---|--|--|
| Focus & Content (30%) | <p>(30) *Story focuses on a <u>well-developed central through line</u> or theme related to a warning, problem, or technological development (utopian or dystopian angle) *Establishes dystopian/utopian theme with <u>specific and illustrative details, events, images, dialogue, characterization,</u> etc. *<u>Effectively uses a variety of satirical techniques to develop theme</u> (e.g. exaggeration, irony, juxtaposition, parody, etc.)</p> | <p>(25) *Story focuses on an <u>evident central through line</u> or theme related to a warning, problem, or technological development (utopian or dystopian angle) *Portrays dystopian/utopian theme with <u>mostly specific and developed details, events, images, dialogue, characterization,</u> etc. *<u>Effectively uses some satirical techniques to develop theme</u> (e.g. exaggeration, irony, juxtaposition, parody, etc.)</p> | <p>(21) *Story <u>begins to develop a central through line</u> or theme related to a warning, problem, or technological development (utopian or dystopian angle) *Contains dystopian/utopian theme with <u>some details, events, images, dialogue, characterization,</u> etc. *<u>Attempts to use satirical techniques to develop theme</u> but some are ineffectively used (e.g. exaggeration, irony, juxtaposition, parody, etc.)</p> | <p>(0-15) *<u>Limited or unclear central through line</u> or theme related to a warning, problem, or technological development (utopian or dystopian angle) *Limited dystopian/utopian theme with <u>generic details, events, images, dialogue, characterization,</u> etc. *<u>DOES NOT effectively use satirical techniques to develop theme</u> (e.g. exaggeration, irony, juxtaposition, parody, etc.)</p> |
| Style (20%) | <p>(20) *Writer <u>effectively “Shows/zooms”</u> key moments where appropriate and <u>“Tells/fastforward” to advance the narrative.</u> *<u>Descriptive, precise, evocative,</u> and appropriate language *<u>Written voice is consistent, intelligent, and communicates personality</u> throughout</p> | <p>(17) *Writer <u>“Shows/zooms” some</u> key moments where appropriate and <u>“Tells/fastforward” to advance the narrative.</u> *Language usually <u>descriptive and precise;</u> some <u>minor revisions needed</u> *<u>Written voice is consistent and intelligent</u> throughout</p> | <p>(14) *<u>Mostly “Telling”;</u> Writer attempts to <u>“show”</u> some moments **Language mostly <u>descriptive;</u> contains some noticeable <u>word choice errors and some revisions needed</u> *<u>Written voice is inconsistent</u></p> | <p>(0-10) *<u>Most or all “Telling”</u> *<u>Limited attempts to advance the narrative.</u> *<u>Lacks descriptive language</u> *<u>Contains errors in word choice</u> *<u>Written voice does not communicate personality</u></p> |
| Organization (20%) | <p>(20) *<u>Opening effectively hooks</u> reader’s attention *<u>Narrative pacing sustains reader’s interest</u> *<u>Closing brings closure to writer’s story</u> and leaves reader with a positive impression *<u>Uses effective structures, paragraphs to organize the story</u> *<u>Uses effective transitions</u> to connect ideas, sentences, paragraphs, and to maintain the flow of written voice</p> | <p>(17) *<u>Opening hooks</u> reader’s attention *<u>Narrative pacing keeps reader’s interest</u> *<u>Closing brings closure to writer’s story</u> and leaves reader with an impression *<u>Mostly organized, but one section may require revision</u> *<u>Uses transitions that are mostly effective, but a few may be missing, awkward,</u> or interrupt flow of written voice</p> | <p>(14) *<u>Opening attempts to hook</u> reader’s attention with mixed results *<u>Narrative pacing may be occasionally disrupted</u> *<u>Closing does not bring closure to story</u> * <u>Multiple sections require some revision to organization</u> *Voice is often jumpy and <u>transitions are often ineffective, missing,</u> or awkward</p> | <p>(0-10) *<u>Ineffective opening</u> *<u>Narrative pacing disrupted</u> *<u>Lacks closure</u> *<u>Lacks effective organization or paragraphing</u> *Voice is inconsistent, confused, and jumpy *<u>Lacks effective transitions</u></p> |
| Conventions (20%) | <p>(20) *Grammar, syntax, mechanics, spelling, punctuation, and usage all correct per standard English; <u>no errors</u> *Any grammar rules that are “broken” are done intentionally to enhance voice or characterization</p> | <p>(17) *Proficient control of grammar, etc. but <u>contains some minor errors</u> (spelling, punctuation, or usage, etc.) *Grammar rules may be “broken” intentionally, but may detract</p> | <p>(14) *Developing control of grammar, etc. <u>Contains multiple errors that detract from written voice</u> and narrative</p> | <p>(0-10) *Limited control of grammar, syntax, spelling, punctuation, usage *<u>Significant grammatical errors</u> that detract from written voice and make content difficult to understand</p> |
| Effort & Execution (10%) | <p>(10) *I created a product that I’m proud of and put an “A” amount of time, effort, and thought into my project</p> | <p>(8) I created a good product and put forth time and effort, but I could have done better</p> | <p>(7) *I created an average product and put forth a little time and effort</p> | <p>(0-5) *I created a passable product and put minimal time or effort into my project</p> |

Eng 4 / Mr. Neff

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|----------------|---|--|---|--|
| Summary | These projects could be described as: engaging, compelling, informative, interactive, expert, confident, creative, original, impressive | These projects could be described as: interesting, successful, informative, organized, effective, good | These projects could be described as: average, passable, flawed, derivative, unprepared | These projects could be described as: uninteresting, disorganized, confusing, unoriginal, unsuccessful, incomplete |
|----------------|---|--|---|--|

Total = _____ of 100

→ **Deductions for not meeting content requirements:** story min. 1000 words / film or presentation min. 6 minutes (8 minutes for group of 3; 10 minutes for group of 4) / graphic novel or print media 6 panels / song 3 minutes