

Youth Innovation Showcase Rubric

Questions for Reflection

Innovation (40%):

- How unique is your idea?
- Does something like your idea already exist? If so, how is your idea different?
- How did you approach the problem in a creative way?
- How challenging is your project based on your age group?
- Did you challenge yourself in the problem you took on, in how you tried to solve it, and in the construction or technique of your innovation?
- Is there an opportunity to expand this project in the future?
- What research did you conduct to validate the need for your innovation?

Communication (35%):

- How well did you explain your innovation, the problem it solves, and how your innovation solves that problem?
- Did you speak slowly and clearly?
- Did you check for comprehension with your audience?
- Can you explain your idea to someone without any background or knowledge in your topic, avoiding jargon or overly technical information?

Functional & Realistic (15%):

- Does the innovation function as it is outlined, including no significant gaps?
- Is the innovation realistic in solving a problem in society or community?
- Has the innovation been tested or are there outlines to propose possible testing of the innovation, including reaching out to stakeholders?
- What specific metrics will you use to measure the success of your innovation?
- What are the potential ethical considerations related to your innovation and how will you address them?

Engagement (10%):

- Did the display of the innovation catch the judges' interest?
- Did the display of the innovation encourage further conversation and engagement with judges?
- Did you show how passionate and excited you are about your innovation?
- How did you express your personal connection to the problem your innovation addresses?

Criteria	Emerging	Developing	Proficient	Extending
	Level 1	Level 2	Level 3	Level 4
Innovation (40%)	Innovation directly replicates something that is already available with minimal effort made to approach a problem in a creative way or extend what has already been done. Innovation is not challenging for the age category (12-15 or 16-19).	Innovation is starting to build on what has already been done with clear effort in approaching a problem in a creative way. Innovation is challenging in some aspects relative to the age category (12-15 or 16-19).	Innovation is unique or distinctly extends on an idea that already exists. Innovation information shared in all formats (video, report, and interview) highlights ways in which the innovator challenged themselves in approaching the problem they were trying to solve relative to their age category (12-15 or 16-19).	Innovation is unique, novel, approached in a creative way, and is challenging for the age category (12-15 or 16-19).
Communication (35%)	Two or more of the appropriate formats (video, report, and interview) communicates the innovation with some jargon or overly technical information; innovator spoke in a manner that made it difficult to identify the key aspects of the innovation; does not address judge questions.	One of the appropriate formats (video, report, and interview) communicates the innovation with some jargon or overly technical information; innovator spoke in a rushed pace or was unable to be clearly understood; addresses judge questions vaguely.	Communication in all appropriate formats (video, report, and interview) clearly articulates the innovation while avoiding jargon or overly technical information; innovator spoke at an easily understood pace that is clear and easy to follow; addresses judge questions concisely and with ease.	Very strong communication in all appropriate formats (video, report, and interview) appropriately pitching the innovation to a broad audience; extends conversations with judges following their questions.
Functional & Realistic (15%)	Innovation is neither functional (as it is outlined it would not work) nor realistic (it is too vague to identify how it would solve a specific problem in the world).	Innovation is either functional (as it is outlined it would not work) or realistic (it is too vague to identify how it would solve a specific problem in the world), but not both.	Innovation highlights a realistic challenge that is clearly explained to be affecting families, society, or community. General functionality of the innovation is realistic as outlined.	Innovation showcases functionality through testing of the innovation or highlighting proposed testing that could be realistically done, including reaching out to specific stakeholders that would benefit from the innovation.
Engagement (10%)	Two or more of the appropriate formats (video, report, and interview) do not display the innovation in a way that invites further conversation around the topic/project.	One of the appropriate formats (video, report, and interview) does not display the innovation in a way that invites further conversation around the topic/project.	In all appropriate formats (video, report, interview), the innovation is displayed in a way that invites further conversation around the topic/project.	In all appropriate formats (video, report, and interview), the innovation captures the attention of the audience and encourages further conversation and engagement.