

Name _____ Period _____ Date _____

Ten-Minute Play Showcase – Script Rubric

	1 – does not meet expectations	2 – approaches expectations	3 – meets expectations	4 – exceeds expectations
Plot (35%)	No development of play. Major aspects of structure are missing. Conflict may be nonexistent.	Weak development of play. Some elements of structure are missing. Very little conflict.	Adequate development of play. Includes exposition, rising action, conflict, crisis, climax, and conclusion. Story moves along steadily and does not drag. Plot is mostly unified and appropriate for a ten-minute play. Conflict is clear and mostly consistent.	Logical, fluid development of play. Clear exposition, point of attack, inciting incident, rising action, conflict, crisis, climax, denouement and resolution. Story is engaging, entertaining and has a sense of urgency. Plot is unified and scope is appropriate for a ten-minute play. Conflict is perfectly clear and consistent.
Characters (25%)	Character development is almost non-existent. Protagonist experiences no change. No clear character motivations, goals or desires. One of the characters is a narrator.	Characters are mostly one-sided and flat. Protagonist experiences little change in plot. Character motivations and unbelievable or confusing. Characters seem to have no clear goals or desires.	Characters are sometimes dynamic and multi-dimensional. Protagonist experiences a change. Character motivations are usually believable. Character goals and desires and discernable.	Characters are fully developed, dynamic and multi-dimensional. Protagonist experiences a significant change. Character motivations and believable. Character goals, desires and expectations are obvious and clear throughout the play. No narrator present.
Diction/ Dialogue (25%)	Dialogue rarely reveals character, traits, or personalities. Does not feel authentic and is not consistent with character voice throughout script. Lots of filler/excess dialogue.	Dialogue sometimes reveals character, traits, and personalities. It occasionally feels authentic and/or consistent with character voice. Some filler/excess dialogue.	Dialogue generally reveals character, traits, personalities, and goals. Feels authentic and is consistent with character voice throughout script. Very little filler/excess dialogue.	Dialogue consistently reveals character, traits, personalities, goals, obstacles, tactics and expectations. Feels authentic and is consistent with character voice throughout script. Each character has a unique way of speaking. Each word is essential to the action of the story.
Format/ Grammar/ Spelling (15%)	Many blatant errors or cannot read play because of formatting, interferes with comprehension. Less than 5 pages.	Careless errors, no proofing evident, some formatting errors/missing elements. Less than 7 pages.	Some errors, attempt made in style. Few errors in formatting. Less than 9 pages or more than 11 pages.	No errors in spelling. Grammar, punctuation, dialogue structure is varied and interesting. Formatting is correct. Between 9-11 pages.