

Name_____

Period_____

Date_____

Devised Theatre Rubric

Category	1 - Not yet approaching expectations	2 - Approaches expectations	3 - Meets expectations	4 - Exceeds expectations
Teamwork (20%)	Player does not collaborate with team members. Player does not listen to the groups ideas. Player either dominates conversations with their own agenda or does not engage in process at all and refuses to participate.	Player occasionally collaborates with fellow team members. Player rarely says "yes" or "yes and" to ideas. Player rarely listens to other group members. Player occasionally demonstrates character strengths.	Player collaborates with fellow team members. Player sometimes or often says "yes" and "yes and" to ideas. Player listens to other group members. Player demonstrates some of the character strengths of gratitude, grit, social intelligence, self-control, zest, curiosity, and optimism.	Player collaborates effectively with fellow team members. Player consistently says "yes" and "yes and" to ideas. Player listens to other group members "with a willingness to change." Player demonstrates all character strengths of gratitude, grit, social intelligence, self-control,
Text (20%)	Player writes or creates very little or no text. If text is present, it is sloppy or incoherent.	Player writes or creates text that begins to tell a story or communicate a message. Text has significant spelling, grammatical or punctuation errors.	Player writes or creates text that tells a story or communicates a message with a central theme, issue or meaning. Text is well-formatted with very few spelling, grammatical or punctuation errors with the exception of when used for dramatic or artistic effect.	Player writes or creates text that tells an engaging, transformative story or communicates a message with a clear central theme, issue or meaning. Text is professionally formatted with no spelling, grammatical or punctuation errors with the exception of when used for a specific dramatic or artistic effect.
Meaning (20%)	Player does not create or communicate meaning during process or performance. Player records very little in journal. Player does not reflect on process. Player does not create or perform a role.	Player begins to create or communicate meaning during process and performance. Player records thoughts in reflective journal. Player creates and performs a role but meaning or theme is missing.	Player creates and communicates meaning during process and performance. Player records some discoveries or insights in reflective journal. Player creates and performs role that communicates some meaning to audience.	Player creates and communicates meaning throughout process and performance. Player records discoveries and insights in reflective journal. Player creates and performs role that communicates deep meaning to audience.
Voice (20%)	Player cannot be heard or understood. No energy or variation in voice.	Player performs using little energy or variation in voice. Player can only sometimes or rarely be heard and understood.	Player performs using expressive voice. Player uses some variation in vocal resonance, rate, pitch, volume, tone or texture appropriate to character or role. Player can be heard and understood.	Player performs using dynamic and expressive voice. Player uses vocal resonance, rate, pitch, volume, tone and texture appropriate to character or role. Player can be perfectly heard and understood at all times.
Movement (20%)	Player has almost no variation in physicality. Player does not use any variation in facial expression or body movements. Player has extremely low energy or chooses not to engage in performance.	Player performs using little variation in physicality. Player only uses a few variations facial expressions or body movements. Overall, player has low energy and often remains physically stagnant.	Player performs using expressive physicality. Player uses some variety in facial expressions and body movements, incorporating a few Leban effort qualities with some variation in weight, space, time and energy/flow to create movements that may include punch, press, slash, wring, dab, glide, flick and float.	Player performs using dynamic and expressive physicality. Player uses wide variety in facial expressions and body movements, incorporating Leban effort qualities with variation in weight, space, time and energy/flow to create movements such as punch, press, slash, wring, dab, glide, flick and float.