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| **Categories:** | **Exceeds Expectations**  **4** | **Meets Expectations**  **3** | **Approaches Expectations**  **2** | **Below Expectations**  **1** |
| **Plot Development: Exposition- Character**  **(8 Possible)** | * Character fully developed with many physical traits and personality traits that are easily identified or inferred throughout story. * One point-of-view is consistently used throughout story. | * Character fairly developed with both physical traits and personality traits that are easily identified or inferred in most of story. * One point-of-view is consistently used throughout story. | * Character somewhat developed with few physical traits and personality traits that can be identified or inferred occasionally in story. * May slip into a different point-of-view occasionally in story. | * Character underdeveloped with little evidence of physical traits or personality traits. * Inconsistent point-of-view. Switches throughout story. |
| **Plot Development: Exposition- Setting**  **(8 Possible)** | * Setting(s) well-developed with vivid sensory language details. Easy for readers to visualize. * The norm is well-established with details. | * Setting(s) fairly-developed with some sensory language details. Readers can visualize it. * The norm is fairly-established with some details. | * Setting(s) somewhat developed. Few sensory language details used. Readers can partly visualize. * The norm is somewhat created. Not many details, but there are a few. | * Setting(s) not developed with details. Difficult to visualize. * The norm is not really created. Can’t tell what will change with inciting incident. |
| **Plot Development:**  **Inciting Incident/ Rising Action**  **(12 Possible)** | * Inciting incident clearly disrupts norm. * Easy to identify conflict and why it’s an issue. * Rising action events build up conflict and are obvious steps to climax. | * Can eventually see how inciting incident disrupts norm. * Can identify conflict although could use more developing. * Most rising action events build up conflict and most lead to climax. Some don’t relate to conflict. | * Can barely tell how inciting incident disrupts norm. * There is conflict, but not well-explained/developed * Has a few rising action events that support conflict and lead to climax | * Unclear if inciting incident disrupts norm or missing. * Conflict unclear or missing. * Rising action events are unnecessary and don’t support conflict or lead to climax. Could lack enough rising action events. |
| **Plot Development: Climax (4 Possible)** | * Climax clearly result of conflict. Intensity requires turning point | * Understandable result of conflict. Intensity requires turning point | * Climax is result of conflict, but not clear why turning point needed. | * Unclear how conflict made climax or if turning point needed |
| **Plot Development: Turning Point/ Falling Action**  **(8 Possible)** | * TP: Character’s change/decision is clearly a u-turn to fix issue. * Falling action events definitely improve situation/fix conflict. | * TP: Character’s change/decision is somewhat of a u-turn to fix issue. * Can see how falling action events improve situation/fix conflict. | * TP: Character’s change/decision not a change, although fixes issue * Not all falling action events improve situation/fix conflict. | * TP: No real change and conflict unresolved * Most falling action events don’t improve situation/fix conflict. |
| **Plot Development: Denouement**  **(8 Possible)** | * Conflict is clearly resolved, all loose ends tied. * Themes are very evident and easy to infer. | * Can figure out conflict is resolved, all loose ends tied. * Themes present, could be more clearly developed | * Conflict is mostly resolved, may have loose ends. * Themes present, although weakly explained | * Conflict is unresolved, many loose ends. * May lack theme or have theme without development in plot |
| **Presentation:**  **(20 Possible)** | * Visuals/film are stunning * Spoke clearly * Had ton of eye contact with audience * Plot line neat and easy to read * Project exceeded all design requirements | * Visuals/film are appealing * Spoke fairly audibly * Had plenty of eye contact with audience * Plot line clear, but could be tidier * Project met all design requirements | * Visuals/film show effort * Little hard to hear * Had a few moments eye contact with audience * Plot line is a little hard to read * Project met most design requirements | * Visuals/film are rushed or not present * Difficult to hear * Little to no eye contact * Plot line neat and easy to see * Project met a few of design requirements |