



# STUDENT IMPACT COMPETITION

## JUDGING RUBRIC

The rubric below contains the criteria judges will use to score each submission. They will be using a digital platform designed to collect their scores and comments.

Identifying information, including the academy name and contact person, will be removed so that judges are scoring based on the submission contents.

### Scoring:

Each category will be scored on a 0-100 range, with 0 being Room for Growth and 100 being Outstanding. Judges will also add comments.

<b>Achievement of team's defined goals</b> <i>To what extent were the goals reached? What evidence shows this?</i>
<b>Connection with ODWBL &amp; Future Ready Skills</b> <i>Did the activity align with the <a href="#">Aspirations, Skills, and Connections outcomes</a>? How did it impact students' development of <a href="#">Future Ready Skills</a>?</i>
<b>Interactivity</b> <i>What components of the activity focused on students interacting with industry professionals? How much were students engaging in active work vs. just attending the activity?</i>
<b>Creativity &amp; Originality</b> <i>How was this activity unique? What element(s) of the activity stand out?</i>
<b>Student Voice</b> <i>How did the activity concept and design reflect the voice of the students and their interests?</i>
<b>Student Impact</b> <i>What impact did this activity have on students? What data backs this up?</i>
<b>Supporting materials</b> <i>What was the impact of the visual and other materials in highlighting the activity?</i>
<b>Overall Impression</b>