



Engineering Project Judging Scorecard							
Student's Name:			Grade Level:				
Project Category:			Date:				
Project Title:			Project #:				
Judge's Name:			Final Score:				
			Superior	Above Avg.	Average	Below Avg.	No Evidence
Engineering Design Process (42 points)							
1. Defined the engineering problem to be solved, identifying the need, the target user, and the justification. [Who] need(s) [what] because [why].			6	4.5	3	1.5	0
2. Accessed a minimum of three, age-appropriate sources for background research, addressing all important facets of the project. Studied and learned from existing solutions or attempted solutions as appropriate.			6	4.5	3	1.5	0
3. Specified design requirements that state the important characteristics the solution must meet to succeed. Kept the target user in mind when identifying the requirements.			6	4.5	3	1.5	0
4. Created alternative solutions to the problem.			6	4.5	3	1.5	0
5. Chose the best solution from the alternatives, justifying how the solution meets the design requirements. Outstanding students might use a decision matrix.			6	4.5	3	1.5	0
6. Developed the solution, refining and improving it during the construction of a prototype.			6	4.5	3	1.5	0
7. Used information collected during the testing of the prototype to improve the product. Redesigned and retested the product until the design goal and design requirements were met (e.g. through debugging, optimizing, etc.).			6	4.5	3	1.5	0
Opportunities for Improvement:							

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