

RUBRIC for a Digital Storytelling Project

Category	4 points	3 points	2 points	1 points
Dramatic Question	A meaningful dramatic question is asked and answered within the context of the story.	A dramatic question is asked but not clearly answered within the story.	A dramatic question is hinted at but not clearly established within the story.	Little or no attempt is made to pose a dramatic question or answer it.
Pacing of Narrative	The pace (rhythm and voice punctuation) fits the story line and helps the audience really “get into” the story	Occasionally speaks too fast or too slowly for the story line. The pacing (rhythm and voice punctuation) is relatively engaging for the audience.	Tries to use pacing (rhythm and voice punctuation), but it is often noticeable that the pacing does not fit the story line. Audience is not consistently engaged.	No attempt to match the pace of storytelling to the story line of to the audience.
Economy of Story Detail	The story is told with exactly the right amount of detail throughout. It does not seem too short nor does it seem too long.	The story composition is typically good, though it seems to drag somewhat or need slightly more detail in one or two sections.	The story seems to need more editing. It is noticeably too long or too short in more than one section.	The story needs extensive editing. It is too long or too short to be interesting.

<p>Grammar and Language Usage</p>	<p>Grammar and usage were correct (for the dialect chosen) and contributed to clarity, style and character development.</p>	<p>Grammar and usage were typically correct and errors did not detract from the story.</p>	<p>Grammar and usage were typically correct but errors detracted from story.</p>	<p>Repeated errors in grammar and usage distracted greatly from story.</p>
<p>Sound/music</p>	<p>Sound/music is well coordinated with images. Sound/music adds meaning or tone. Speakers are easy to understand.</p>	<p>Sound is mostly well suited to the meaning and tone of the story but it may be uneven (too loud or too soft) in places. Speakers are not always clear, but the meaning is not lost.</p>	<p>Sound/music is at times well suited to the meaning and tone of the story, but at other times unevenness of sound causes distraction and detracts from the ability to understand the meaning.</p>	<p>Sound/music is generally uneven and distracting. Sound/music is not coordinated with images and does not add to the meaning or tone. Speakers are difficult to understand because of low volume or competing sounds.</p>
<p>Originality or creativity</p>	<p>Story shows excellent originality in composition and delivery</p>	<p>Story is mostly original.</p>	<p>Story shows some originality.</p>	<p>Story shows little or no originality in composition and delivery.</p>