Design Thinking Rubric

Name _____ Type of prototype: _____

Overall problem: _____

	1	2	3	4 (meets and exceeds 3)
Work quality	Does not meet expectations	Approaching expectations	Meets expectations	Exceeds expectations
Problem Solving/ Critical Thinking	Is unable to show understanding of how to create ideas regarding how to solve a problem, meet a challenge, or answer an inquiry question.	Is beginning to show understanding of how to create ideas regarding how to solve a problem, meet a challenge, or answer an inquiry question; is building the foundation to develop solutions and explain ideas.	With support, explains ideas about how to best solve the problem, meet the challenge, or answer the inquiry question. Describes why their ideas make sense.	Explains ideas about how to best solve the problem, meet the challenge, or answer the inquiry question. Clearly describes why their ideas make sense.
Perseverance	Gave up when things got tough	Needed teacher guidance when things got tough.	Independently problem solved. Persevered when things get tough!	Consistently perseveres when presented with challenges; shows confidence and ability to take risks
Communication	Audience is unable to identify selected problem and or solution	Presentation is somewhat clear. Audience may be confused on your problem and or solution	Audience is able to understand your learning. Able to articulate problem/ solution and the process used.	Audience has a clear picture of your process and product. Provide evidence as to why solution is best possible solution.
Design Thinking Protocol- Process of Inquiry	Did not follow the protocol or Built prototype but does not relate to selected problem/ solution	Skipped steps in the process Prototype kind of relates to problem/ solution	Identified a problem Generated questions to empathize with end users Investigated possible solution Built/ designed a prototype that plausibly solves the problem.	Above and beyond expectations