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| **Story Writing : Graphic Novel: Science Fiction and STEM.**Teacher Name: **Mr. Selzer** Student Name:     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  |

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| CATEGORY  | 9-10  | 7-8  | 5-6  | 1-4  |
| Basic Requirements  | Length and number of characters meet guidelines; at least 5 pages in length; internal and external dialogue are used; panel styles are varied; 2 or more characters are present.  | One of the above basic requirements is missing or incomplete.  | Two of the above basic requirements are missing or incomplete.  | Multiple basic requirements of the assignment are not met, leading to an incomplete or incorrectly completed final product.  |
| Story Requirements  | Plot follows an appropriate trajectory- rise/fall, resolution, etc; internal and external conflicts are used; setting is tied to the plot; STEM element to story is evident; Follows genre of Science Fiction.  | One of the above basic requirements is missing or incomplete  | Two of the above basic requirements are missing or incomplete.  | Multiple plot requirements are not met, leading to an unfinished or otherwise ineffective story.  |
| Dialogue  | There is an appropriate amount of dialogue to bring the characters to life and it is always clear which character is speaking.  | There is too much dialogue in this story, but it is always clear which character is speaking.  | There is not quite enough dialogue in this story, but it is always clear which character is speaking.  | It is not clear which character is speaking.  |
| Plotline Quality  | Plot elements are numerous, interesting and well-developed, follow an appropriate trajectory, and hold the reader's attention, creating a good story.  | Plot may be relatively interesting and well-developed and follows an appropriate trajectory, but is somewhat lacking in depth or creativity  | Plot may make sense, but lack an appropriate trajectory, creativity, depth and/or development, or is missing necessary elements, or otherwise isn't altogether interesting or easy to follow.  | Plot is severely lacking in important elements, appropriate trajectory, or is otherwise difficult or uninteresting to follow.  |
| Artistic Quality  | Artwork adopts an interesting style, panels demonstrate thought with respect to the narrative, and drawings are nicely finished thereby adding to the story.  | Artwork may demonstrate a unique style and creative thought with respect to narrative, but is slightly unpolished or lacking minor elements that could make it better.  | Artwork lacks style or creativity or a connection with plot elements, is noticeably unpolished and/or does not greatly assist the telling of the story.  | Artwork is incomplete, lacks creative style, and/or has little to no connection with the plot, and noticeably detracts from the overall quality of the project.  |
| Evidence of Effort  | Class time was used effectively and the final product demonstrates a commitment to doing the student's best work possible.  | Class time was used relatively effectively and effort is clearly evident, but project may seem rushed or is lacking a few elements that could have made it better with a stronger commitment.  | Class time was at times used wisely, and final product appears rushed or has several noticeable areas that could be improved with a stronger individual commitment.  | Class time was often wasted and/or the project appears quite rushed, and/or the project is of poor quality due to lack of individual effort.  |

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