



STEM REPORT RUBRIC

School:

Kart Number(s):

	Poss.	Score	Score		
Component	Pts.	(%)	(pts.)	Judge 1 Comments	Judge 2 Comments
Introduction: There is an introduction that draws in the reader, highlights what will be					
discussed in the report, and excites the reader to read the report.	5		0		
Design Activity #1 - Electric Powertrain: The activity followed the scientific method, the					
results are credible, and produce improvements to the karts performance.	25		0		
Design Activity #2 - Mechanical Systems : The activity followed the scientific method,					
the results are credible, and produce improvements to the karts performance.	25		0		
Design Activity #3 - Other Improvements : The activity followed the scientific method,					
the results are credible, and produce improvements to the karts performance.	25		0		
Pictures, diagrams, charts, graphs, and images: used throughout the report in support					
of, or to substitute text to more effectively and efficiently convey information to the	10		0		
reader. Their placement is logical, their purpose is clear, and they are easy and intuitive to interpret and understand.	10		U		
Innovation/Creativity:					
- The team explored a wide breadth of potential improvements, including unique					
changes to their kart that had potential to significantly improve its performance.					
- The team devised clever and creative ways to predict and test potential	10		0		
improvements within their known capabilities and constraints.	TO		U		
- The team implemented an innovative change to their kart that significantly improved					
its performance.					
TOTAL	100		0.0		

TOTAL 100 --- 0.0 0%

Submission timing:

- On-time = no point deduction
- 1 day late = 5 point deduction
- 2 days late = 10 point deduction
- more than 2 days late = no score

Deductio ns 0 0.0

FINAL SCORE