

VR4Ed Program Scoring Rubric

GRANT CRITERIA	Points possible	CRITERIA FOR SCORING			
		Deficient 0%	Limited 1-50%	Competent 51-75%	Outstanding 76-100%
The primary goal of this program is to develop and connect next-level computer science pedagogy with interdisciplinary career exploration and practical applications to build equity and self-efficacy among students and educators in Idaho. Please describe your goals for computer science education in your learning environment.	20	The description does not contain goals and/or learning objectives.	The description is complete, but is lacking in creativity or innovation.	The description is complete and well-written, and the goals and learning objectives are clear.	The description is complete and well-written, and the goals and learning objectives responds to the needs and interests of the students in an innovative, hands-on way.
How do you plan to build interest in and excitement for computer science learning in your school with this program?	15	Application does not have a clear plan for building interest in or excitement for computer science learning.	The plan for building interest in and excitement for computer science learning is complete, but lacks in creativity or innovation.	The plan for building interest in and excitement for computer science learning is clear, complete, offers some creativity, and is achievable in the learning environment.	The plan for building interest in and excitement for computer science learning is clear, innovative, hands-on/project-based, and responsive to student needs.
What is your plan for implementation and continued investigation of VR & computer science concepts after completion of this program?	20	The application lacks a clear plan for implementation and continued investigation of VR & computer science concepts after completion of the program.	The plan for implementation and continued investigation of VR & computer science concepts is clear and complete, but lacks creativity.	The plan for implementation and continued investigation of VR & computer science concepts is clear, creative, and includes continued use of program materials in a similar manner.	The plan for implementation and continued investigation of VR & computer science concepts is clear, innovative, and includes creative use of program materials, adapting the program to meet the needs of students and higher-level program outcomes.
This project requires students to have consistent access to computers to be successful. How will you ensure your students have access to laptops/desktops (PC/Mac/Chromebook) for using the Blocksmith software?	15	The application lacks a clear plan for ensuring access to laptops/desktops.	The plan for ensuring access to laptops/desktops is clear and concise.	The plan for ensuring access to laptops/desktops is clear, and integrates the program into existing classroom or afterschool activities.	The plan for ensuring access to laptops/desktops is clear, creative, and prioritizes equity of access for interested students.
How will this program support, build on, or play a part in other STEM/CS initiatives in your school community?	5	The description does not list how this program supports, builds on, or plays a part of other STEM initiatives in their school.	The description somewhat list how this program supports, builds on, or plays a part of other STEM initiatives in their school but is unclear, ill-defined or incomplete.	The description clearly lists how this program supports, builds on, or plays a part of other STEM initiatives in their school.	The description expands program supports, builds on, or plays a part of other STEM initiatives in their school and how it is integrated.
How will this program further your personal or professional goals related to STEM/CS education?	5	The applicant does not describe how this plan will further her goals.	The applicant provides a limited description of how this plan will further her goals.	The applicant provides a complete explanation on how she will use this to further her goals.	The applicant provides an excellent explanation on how she will use this to further her goals.
What is your plan for engaging underrepresented populations in CS/STEM through your program? (including female students, racial/ethnic minorities, rural students, low-income families)	20	There is no plan for engaging underrepresented populations in CS/STEM.	The plan for engaging underrepresented populations in CS/STEM is unclear or incomplete.	The plan for engaging underrepresented populations in CS/STEM is clear, detailed, and achievable in their community.	The program's plan for engaging underrepresented populations in CS/STEM is clear, well-thought out, based on best practice for the target populations, and is achievable for the applicant's community.
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