

# Roller Coaster Rubric

	Excellent	Good	Fair	Poor
<b>Track Elements</b>	The roller coaster has 5 or more different elements including a loop, at least 6 turns, and one unique element.  (10 points)	The roller coaster has 4 to 5 different elements including a loop and at least 6 turns.  (8 points)	The roller coaster has 4 to 5 elements but is missing either a loop or has less than 6 turns.  (6 points)	The roller coaster has less than four different elements.  (4 points)
<b>Appearance and Theme</b>	Well-built, imaginative design Theme is apparent, with a coolness or cleverness factor to the name.  (10 points)	Looks well-built but not a very imaginative design, theme, or name.  (8 points)	Looks a little unstable and lacks an imaginative design or theme.  (6 points)	Looks like a disaster waiting to happen.  (4 points)
<b>Stability</b>	The structure does not shake while the marble travels on it.  (10 points)	The structure wiggles a little while the marble travels on it.  (8 points)	The structure sways noticeably in places as the marble travels on it.  (6 points)	The structure sways without the marble on it.  (4 points)
<b>Mechanics Test</b>	Marble completes all elements without help and by starting the marble from rest.  (10 points)	Marble needs help to start or complete one element.  (8 points)	Marble needs help to start or complete two or more elements.  (6 points)	Marble only makes it down the first hill.  (4 points)
<b>Time Trials Bonus</b>	trial #1 _____ trial #2 _____ trial #3 _____ trail #4 _____ trail #5 _____ <b>Total</b> _____		<ul style="list-style-type: none"> <li>• If a marble falls off of the track N/A is entered for that time.</li> <li>• Time is totaled and 1 extra point is awarded for each second.</li> <li>• A reliability bonus of 10 points will be given if all marbles reach the end.</li> </ul>	
<b>Excitement Value (student defined)</b>	(10 points)	(8 points)	(6 points)	(4 points)
<b>Total Points: _____ out of 50 + bonus points _____ = _____</b>				