

AMJT Course 1: Introductory Project
Design Report Grading Rubric

Summary/Executive Summary/Abstract				
Item	4 points	1-3 points	0 points	Score
Synopsis	<i>Briefly and clearly explains the design of the gate valve assembly line</i>	<i>Explanation of assembly line is present, but not clear</i>	<i>Explanation of the assembly line not present</i>	
Design Motivation	<i>The reasons for creating the assembly line design are clearly stated and explained</i>	<i>Some reasons for creating the design are stated, but unclear.</i>	<i>No reasons are given for creating the design</i>	
Design Effectiveness	<i>The effectiveness of the design is clearly stated and explained</i>	<i>The effectiveness of the design is stated but no clear explanation is given.</i>	<i>The effectiveness of the design is not given</i>	
Background Info	<i>The summary provides enough background information to familiarize reader with the design/process being discussed</i>	<i>The summary provides some background information, but not enough to educate the reader.</i>	<i>The summary provides no background information.</i>	
Length of Summary	<i>Summary contains 5 or more sentences</i>	<i>Summary contains 2-4 sentences</i>	<i>Summary contains 1 or less sentences</i>	
Introduction				
Item	4 points	1-3 points	0 points	Score
Problem Identification	<i>The design problem is clearly identified and explained.</i>	<i>The design problem is identified, but not explained.</i>	<i>The design problem is not identified.</i>	
Design Objectives	<i>The objectives of the design are explained including assumptions made and possible alternatives.</i>	<i>The objectives are not explained well or assumptions or alternatives are not addressed.</i>	<i>The objectives of the design are not discusses.</i>	
Design Selection	<i>The reasons behind the selection of the design are described.</i>	<i>The design selection is listed, but no reasons are given.</i>	<i>The selection of the design is not given.</i>	
Report Outline	<i>The introduction gives a brief outline of the entire report.</i>	<i>The introduction gives a partial outline of the report.</i>	<i>The introduction gives no outline of the report.</i>	
Length of Introduction	<i>Introduction contains 5 or more sentences</i>	<i>Introduction contains 2-4 sentences</i>	<i>Introduction contains 1 or less sentences</i>	
Discussion				
Item	4 points	1-3 points	0 points	Score
Design Details	<i>The design or process is discussed in great detail. This may include pictures or other graphics. A company could recreate the design/process from the information listed here</i>	<i>The design or process is discussed, but lacks crucial details.</i>	<i>The details of the design or process are not discussed.</i>	
Design Theory	<i>The scientific, mathematic, or other reasoning behind the design/process are clearly explained.</i>	<i>Very little theory behind the design/process is given</i>	<i>No theory is given</i>	
Design Problems	<i>Problems are explained and an explanation is given as to how they were overcome.</i>	<i>Problems are not explained very well or no explanation as to how problems were overcome is given.</i>	<i>An account of problems is not given.</i>	
Length of Discussion	<i>Discussion contains 4 or more paragraphs</i>	<i>Discussion contains 2-3 paragraphs</i>	<i>Discussion contains 1 or less paragraphs</i>	
Length of Paragraphs	<i>Each paragraph contains 5 or more sentences</i>	<i>Most paragraphs contains 2-4 sentences</i>	<i>Most paragraphs contain 1 or less sentences</i>	

Conclusion				
Item	4 points	1-3 points	0 points	Score
Summary	<i>Brief summary of the design, testing, and entire paper is given</i>	<i>A brief summary is given, but one of the needed components is missing</i>	<i>No summary given</i>	
Assessment	<i>Reflects on the design and whether or not the objectives were met. If design unsuccessful, analyzes why design was unsuccessful and what modifications could be made to make the design a success.</i>	<i>Only brief reflection made with little in depth analysis.</i>	<i>No assessment of the design is given.</i>	
Future Perspective	<i>Discusses how design might be used in future and why this design would be good for future use.</i>	<i>Discusses how design can be used in future, but does not give rationale.</i>	<i>No discussion of the future of the design.</i>	
Reflection of Learning	<i>Conclusion highlights what was learned in project</i>	<i>Conclusion addresses what was learned, but not complete</i>	<i>Conclusion does not address what was learned</i>	
Length of Conclusion	<i>Conclusion contains 5 or more sentences</i>	<i>Conclusion contains 2-4 sentences</i>	<i>Conclusion contains 1 or less sentences</i>	
Miscellaneous				
Item	10 points	1-9 points	0 points	Score
Use of Class Time	<i>All Class time was used productively</i>	<i>Some class time not used productively. Student needed reminded to stay on task occasionally.</i>	<i>Most class time not used productively. Student needed reminded to stay on task frequently.</i>	
Turned in on Time	<i>Report turned in on required date</i>	<i>Report turned in 1 – 5 days late</i>	<i>Report turned in more than 5 days late.</i>	
TOTAL SCORE (OUT OF 100 POINTS)				

Comments:
