City of the Future
Design Rubric and Scoresheet

Students design a virtual city using Minecraft and present their city's progress via a slideshow presentation.

	1	**2**	**3**	**4**
City Design				
City Design ● Includes all zones: residential, commercial, industrial ● Clearly recognizable elements, identifiable structures, zones	Zoning unclear, Little variety of structures	At least one zones; small variety of structures	1-2 zones, some variety of structures	All 3 zones; very good variety of recognizable structures
A "livable" city ● Incorporates livability concepts such as neighborhoods, green spaces, and recreational offerings ● Handicap accessibility	Little planning or consideration given to livability concepts.	Some planning is obvious. A few livability elements included.	Well planned design. Incorporates several livability elements.	Excellent planning. Highly livable.
City infrastructure and services ● Includes essential infrastructure systems (water treatment and delivery, public utilities, alternative power sources) ● See checklist below	Shows very little infrastructure and services	Few infrastructure or service components	Some infrastructure and services	All components on checklist included
Interconnectivity within city ● Interconnectivity of zones and infrastructure ● Transportation modes: pedestrian, Roads, Railroad ● See checklist below	Little interconnectivity	Some interconnectivity, but some awkward design. Few transportation modes shown.	Adequate interconnectivity and transportation modes.	Very good interconnectivity and use of transportation modes.

	1	**2**	**3**	**4**
Building Quality & Scale				
Quality workmanship ● Quality construction ● Proper use of mined materials	Poor to mediocre quality	Fair to Good quality	Good to very good quality; some added design features	Excellent quality; extra design components reflect extra research
Appearance ● Use of realistic elements (flora, fauna, landscapes) ● Good use of available space	Poor aesthetics	Fair aesthetics	Good aesthetics enhance the model	Excellent aesthetics enhance the model
Model scale: ● Appropriate scale chosen to create a good city model ● Consistent scale throughout model ● Applied horizontally and vertically	Inconsistent scale for majority of model.	Fair scale choice. Some scale inconsistencies.	Good scale choice; city elements easy to identify. Scale consistently applied over majority of model.	Exceptional scale choice; city elements very easy to identify. Consistent application of chosen scale applied across entire model.
Futuristic Design Elements				
Innovative solutions ● Innovative solutions to problems, such as: transportation, power, environment, electric and water services	One solution, somewhat innovative	More than one solution. Somewhat innovative and plausible.	More than one solution that is innovative.	Several innovative and plausible solutions.
Application of futuristic, advanced technologies and components ● Use of alternative energy sources ● Includes futuristic technologies, components ● Plausible representations of technological scientific advancements	1-2 futuristic examples or alternative energy sources.	Few futuristic examples or alternative energy sources.	Several examples included.	Highly futuristic and based on sound technological and scientific principles.

Rubric key:

4 = Outstanding

3 = Good

2 = Fair

1 = Poor

Checklist

Tunnel	
Arch bridge	
Truss bridge	
Suspension bridge	
Dam/Reservoir/ Aqueduct	
Electrical "grid" Alternative energy sources	
Recreational offerings Green space playing fields playgrounds stadium	