

	Unsatisfactory (1)*	Satisfactory (2)*	Very Good (3)*	Outstanding (4)
TASK (25%)	The project does not create behaviour change in favour of active and/or sustainable commuting modes	The project has limited potential to create awareness and behaviour change in favour of active and/or sustainable commuting modes over single-occupant car use	The project has the potential to create behaviour change in favour of active and/or sustainable commuting modes over single-occupant car use.	The project definitely creates behaviour change in favour of active and/or sustainable commuting modes over single-occupant car use.
MESSAGE (20%)	The message does not promote active and/or sustainable commuting to campus in favour of single-occupant car use	The message is vague but has some elements of promoting active and/or sustainable commuting to campus in favour of single-occupant car use	The message is clear and promotes active and/or sustainable commuting to campus in favour of single-occupant car use	The message is very clear and strongly promotes and enables active and/or sustainable commuting to campus in favour of single-occupant car use
Feasibility (15%)	The project is currently not feasible in its current state , and may not be feasible with additional work.	With some further work, the project could be feasible as an idea to promote active and/or sustainable travel to campus	The project is interesting and is feasible as an idea to promote active and/or sustainable travel to campus	The project is stimulating and thought provoking. It is technically impressive and is feasible as an idea to promote active and/or sustainable travel to campus
ORIGINALITY (15%)	The project is a rehash of other's ideas with no attempt at original thought	The project has limited originality and inventiveness but has attempted some originality	The project is original and inventive. The content and ideas are presented in an interesting way	The project has considerable originality and inventiveness. The content and ideas are presented in a unique and interesting way
DESIGN AND STYLE (25%)	The project is not designed well or made in an appealing fashion	The project is designed ok, and they demonstrate some technical skills	The project is designed well and they demonstrate good technical skill in a creative way	The project is designed excellently, and they demonstrate outstanding technical skill in a creative way

Questions to keep in mind:

1. Which markings (1-4) in each marking category (e.g. Task) do you find hard to differentiate between? Did the half marks help?
2. Did you find it hard to understand what to look for in the project based on the marking description?
3. Were you comparing the project you were grading to the previous project graded to figure out what mark to assign? If so, do you think the order you mark them in would change the results at all?
4. Do you think each category should have a different marking rubric or did this one work for all projects?