Design Thinking Capstone Rubric

Education Alliance
Business & Community for Public Schools

		1	2	3	4	SCORE
Design Thinking	**Problem empathy**	Little to no description of how the team understood and related to (empathized) with the problem.	Limited descriptions of team empathy with a problem with few surprising insights or needs included	Team expresses empathy with problem through descriptions of human emotion, physical necessities, surprising insights and/or needs	Rich descriptions of how team empathized and related to problem including a variety of surprising insights about the problem and deep needs.	
	define	The original problem/challenge is not re-framed.	The original challenge is not clearly re-framed.	The original challenge is clearly re-framed and the team describes an activity where they helped address the problem.	In addition to #3, re-framing is compelling and the problem contains novel or unique needs.	
	ideate	Few ideas generated.	Convergent thinking results in limited range of ideas and concepts.	Divergent thinking results in a large, diverse range of ideas and concepts. Selecting a few ideas and concepts to move forward that represent that diversity of ideas.	In addition to #3 there is an overwhelming amount of ideas ranging from very practical to very difficult (if not impossible) to implement.	
	prototype	Little or no prototyping accomplished	Prototyping provides partial solution for addressing the problem. Little or no iteration.	Prototyping provides a solution for addressing the problem including a record of the iterations moving from low to high resolution of the prototype describing what was learned from each user test.	In addition to #3 prototypes are tested in a thorough, engaging manner.	
	team	Teamwork non-existent.	Team functions as a whole most of the time. Some members are more engaged than others.	Team functions as a whole with all members contributing.	In addition to #3 members work to encourage and teach each other.	
	storytelling	Team is unable to tell a story about their solution.	Team can describe their solution with some connection to the problem and/or empathy.	Team's story links prototyping, and empathy expressed for the problem, with the solution.	Team tells a captivating/ engaging story that ties together the prototyping and empathy expressed for the problem.	
					TOTAL	

https://dschool-old.stanford.edu/groups/k12/wiki/b0dcb/Mfi_rubric.html

TEAM MEMBERS_____   JUDGE_____