

**Explorations in Scenic Design-Grade Sheet**  
**Fall 2012**

Student \_\_\_\_\_

***The Glass Menagerie***

**Grading Methodology**

Each category will be assigned a number. In order to weight ideas differently, that number will shown as a fraction, for example: 9/10 would be nine points earned out of a total of ten possible. This grade will comprise 35% of your semester grade and will have a total of 35 points.

<b>Grade</b>	<b>Category</b>	<b>Note</b>
/5	<b>Idea</b>	
/5	<b>Realization of Idea (did you develop your idea well or did it lead to others?)</b>	
/5	<b>Success of 4<sup>th</sup> Dimension (moment to moment)</b>	
/3	<b>Research</b>	
/3	<b>Director's Letter</b>	
/3	<b>Image/Theme/Metaphor/ Breakdown</b>	
/3	<b>Use of Space</b>	
/2	<b>Model descriptiveness/exploration</b>	
/1	<b>Model craft</b>	
/2	<b>Model Storyboard descriptiveness/exploration</b>	
/1	<b>Model Storyboard craft</b>	
/2	<b>Growth during the Process</b>	

<b>/100</b>	<b>Final Grade</b>	
<b>/35</b>		