

# NYSTEA STUDENT PLAYWRITING RUBRIC

<b>QUALITY</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>
<b><i>Conflict/ Resolution</i></b>	Strong, gripping, conflict and turning point leading to a creative end	Interesting conflict leads to a logical end	Weak conflict, unsupported abrupt end	little conflict and lack of cohesion
<b><i>Relationships</i></b>	Engaging characters clearly defined through dialogue and action	Good, basic characters, use of dialogue compliments characters	Characters lack authenticity or motivation	No clear established relationship, Objectives lack clarity
<b><i>Content/Creativity</i></b>	Extremely creative/thought provoking	Creative idea	Original idea, needs more development	Clichéd or uncreative
<b><i>Use of Theme</i></b>	Extremely clever, insightful	Creative and interesting	Uses theme literally	Vague mention/allusion to theme
<b><i>Language/Syntax Mechanics (including proper script format)</i></b>	No errors in use of language or in standard play format	Few errors, using simpler language	Errors in language use and format	Significant errors which hinder comprehension, not in script format
<b><i>COMMENTS/ CONCERNS</i></b>				