

FOUNDATION INNOVATION GRANT SCORING RUBRIC

**Items are scored 1-10, with a 10 being the maximum or highest score in each area based on what is submitted in Application narrative responses. Foundation Innovation Grant Committee can score anywhere from 1 to 10 for each section. Section scores have weighted value.*

Description	1	5	10
<p>Innovation - 40% <i>Is it something unique and creative that enhances student learning outcomes or the learning environment? I.e. Is it a new experience, curriculum program, or technology tool?</i></p>	Project ideas do not explicitly address how this will support student learning outcomes or the learning environment.	Ideas are expressed and may enhance student learning outcomes and/or the learning environment, but not clear and/or do not seem innovative.	Ideas clearly enhances the student learning outcomes AND the learning environment, <u>while</u> bringing new innovation to the school that has the potential of impacting others.
<p>Needs Assessment -25% <i>What needs have been identified and how will this project meet those needs?</i></p>	No statement of a needs or how this will meet student and learning outcomes or not related to the purpose of the grant.	Needs are identified, but the description <u>does not</u> express how identified needs will be met. Needs and outcome are not compelling.	Needs are identified and compelling. The project shows potential to meet and/or <u>exceed</u> the needed expectations.
<p>Project Impact - 25% <i>This is NOT just the number of students impacted but how will this initiative impact students? What are the positive outcomes?</i> <i>How many students impacted over the life of the project?</i></p>	Impact not stated or minimal. Impacts 0 to 10 students	Moderate impact identified. Impacts over 10 students	Maximum impact clearly stated and identified. 75 or more students impacted
<p>Sustainability - 10% <i>Can items be used again? Do items need ongoing funding to sustain offering?</i></p>	Relies on <u>all</u> or <u>mostly on</u> consumable items or items that can only be used once and will need to be replaced over time.	A mix of some consumable and non-consumable items. However, consumable items that need replacing require minimal cost. Will serve the students for a few years.	Relies solely on non-consumable items that will have a lifespan of <u>more than three (3) years.</u>