

Give Me Five - Youth Film Rubric

Story/Script				
Component	Superior (4)	Above Average (3)	Average (2)	Score
Structure	The story is uniquely structured. Ideas and themes have been exceptionally explored.	The story has smooth transitions between beginning, middle and end. Ideas and themes are interestingly explored.	Beginning, middle and end exist though transitions between them are unclear.	
Characters	Characters are well developed, believable, and original with unexpected behavior.	Characters are developed and have unique and believable behavior.	Characters are traditional and predictable.	
Acting				
Vocal	All actors speak clearly, are understood and use a voice appropriate to the character's) they play. All lines have been memorized.	Most actors speak clearly and are understood by the audience. There is some attempt to use character voices.	A few actors can be understood.	
Physical	Actors move according to the needs of the character's) they play. They move with appropriate energy and commitment. All actors stay in character.	Most of the actors move with the energy of a character and stay focused and in character	One or more of the actors' movement is forced and stiff.	

Give Me Five - Youth Film Rubric Camera Work

Component	Superior (4)	Above Average (3)	Average (2)	Score
Lighting and Focus	The lighting expresses the mood & style of the story. All subjects are properly lit. Exposure and/or white balance is correctly set. Shots are focused and the action is clear.	The lighting is adequate for the scene and some attempt has been made to suggest time of day, style, and mood of the story. Shots are focused adequately to tell the story.	Shots are in and out of focus and there is evidence of natural or indoor.	
Movement and Framing	Shots are varied & have meaningful composition. The camera describes the scenes and pans, tilts, zooms, and follows express a clear cinematographic language	The camera is steady and most shots move with the action appropriately. Some attention has been given to composition & using varying shots to tell the story	Camera shots move with the action appropriately.	
Art Production and Design				
Art & Design	Shooting locations, set decorations, costumes, make-up and props all enhance character development and the look & feel of the film. Thought is given to color & texture & other design details.	Thought has been given to design elements. Costumes & sets are appropriate for the story/action	Art elements meet basic elements for the story	
Editing				
Editing	Clear and specific editing decisions have been made to enhance the film's story. All transitions, music, sound effects, and voiceovers have been added to support, focus, and reveal more layers of the story and characters	Editing decisions have been made to tell the story clearly. Transitions move the story along and additional sound supports the action in the scenes	There are a few editing decisions made for the film. Some transitions (i.e. digital effects) draw attention to themselves more than the story.	

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Sound & Music

Component	Superior (4)	Above Average (3)	Average (2)	Score
Sound & Music	All dialogue and narration is clear and ambient sound is appropriate. Sound effects or music are of high quality and well placed to support the drama of the story.	Most of the dialogue and narration is clear, supports the story and adds to the mood.	Some of the dialogue and narration is understandable. Sound is intergrated into the film.	

Originality

	All of the elements of the film (from story to production techniques) demonstrate originality. The ideas and the artistry presented in the film are fresh and interesting and keep the audience engaged.	The ideas have been explored in a new way and/or artistry in the film is present.	The ideas and production concepts derive from previously produced works.	
Originality				