

DRAFT Story Development Assessment Rubric developed by Jason Ohler and Brett Dillingham, 11/20/2001
(Used primarily for oral storytelling, but can be used for other media as well – updated 11/2004)

<i>Trait</i>	<i>In progress</i>	<i>Meets Expectations</i>	<i>Exceeds Expectations</i>
Beginning	<ul style="list-style-type: none"> ▪ not motivational ▪ easy to "put down" and walk away from ▪ no “call to adventure,” that is, no establishing of ordinary life and then moving away from “the ordinary” 	<ul style="list-style-type: none"> ▪ motivational ▪ reader/listener feels engaged, pulled into the story, often through identification with protagonist or situation. ▪ there is a “call to adventure,” or departure from ordinary life, and the beginning of a journey or situation that is special or different 	<ul style="list-style-type: none"> ▪ motivational ▪ reader/listener very engaged, <u>needs</u> to know what is going to happen next; can't "put it down" or walk away ▪ “the call” is clear and compelling ▪ reader/viewer has internalized the tension and need for resolution
Problem/ Opportunity/ Challenge/ Question	<ul style="list-style-type: none"> ▪ there isn't a problem, challenge, opportunity question, or sense of tension ▪ reader/listener can't relate to or doesn't care about the problem, opportunity 	<ul style="list-style-type: none"> ▪ problem, challenge, opportunity or question and/or tension is clear and believable ▪ personally relevant, substantial ▪ presents clear obstacles to overcome & address <p>Note about "problem:" it's not necessarily "conflict"; the concept of "problem" is more universal as well as personal...</p>	<ul style="list-style-type: none"> ▪ personal AND universal; listeners can relate to it ▪ the need for protagonist's transformation in order to solve problem is clear; there is a path for the protagonist to take
Solution	<ul style="list-style-type: none"> ▪ not related to problem, or is a forced relationship with the problem ▪ not plausible, or, if in a “magical setting” in which plausibility is not required, then it feels contrived, clique 	<ul style="list-style-type: none"> ▪ directly related to the problem, not forced ▪ plausible and not contrived, interesting solution to problem that invites reflection ▪ transformation of character clear ▪ resolution addresses tension satisfactorily <p>Note the following about solutions:</p> <ul style="list-style-type: none"> ▪ solution not necessarily resolution because some things can be solved but unresolved ▪ not necessarily a happy ending 	<ul style="list-style-type: none"> ▪ directly related to problem ▪ “natural,” not contrived, surprising yet inevitable ▪ transformation is clear, powerful, compels revelation, reflection ▪ “transformation is transformational!” for both story characters and reader/listener through identification
End	<ul style="list-style-type: none"> ▪ unclear, weak closure; listeners say “huh?” ▪ unrelated to beginning, story ▪ reader/listener emotionally disappointed 	<ul style="list-style-type: none"> ▪ clear closure ▪ related to beginning; can travel backwards from the end through the threads of the story to get to the beginning ▪ <u>perhaps</u> a moral that sums up the learning value of the story (telling rather than showing) if it fits 	<ul style="list-style-type: none"> ▪ clear, powerful closure ▪ come full circle, back to beginning in some way ▪ there's a twist and/or irony that adds depth ▪ “show rather than tell” the point; instead of a moral, the reader/listener sees the results of the solution and transformation by the actions of the characters