



Scored using a scale of 1-4 where 1 - Disagree 2 – Partially Agree 3 - Agree 4 -Strongly Agree	
Program encourages students, teachers, and other education stakeholders to communicate and interact outside of traditional library and classroom boundaries and across multiple domains.	
Program involves ongoing collaboration across diverse roles including students, librarians, educators, parents, community organizations, or business and industry.	
Program provides a context for students to engage higher-order skills including critical thinking, decision making, and problem solving through student-led, inquiry-based activities that enable students to apply knowledge and skills and demonstrate competency.	
Program encourages students to create and innovate using a variety of media and technology, to convey their own ideas, interpret the ideas of others, and produce new works which address contemporary themes or 21 st century challenges.	
Program encourages students to collaborate effectively across diverse teams, assume shared responsibility and reach consensus to accomplish common goals.	
Program is ongoing and long-term sustainable rather than a one-time project or event. Student participation is ongoing and foundational to their course of study rather than a one-time project or event.	
Professional learning communities and social collaboration tools are used to drive engagement and learning.	
Student mastery of higher order 21st century skills is measurable, visible to students, educators, parents and used as a basis for individual growth and systemic improvement.	
Program shows evidence of increasing student motivation and self-direction and includes the framework/criteria that has been used to evaluate the program's success.	

Scored using a yes/no scale where 0 - No 1 - Yes	
Written entry meets all requirements in the contest rules & regulations.	
Video entry meets all requirements in the contest rules & regulations.	