



Scored using a scale of 1-4 where 1 - Disagree 2 – Partially Agree 3 - Agree 4 -Strongly Agree	
<p>Program encourages students, teachers, and other education stakeholders to communicate and interact outside of traditional library and classroom boundaries and across multiple domains. Those stakeholders might include several of the following: students, librarians, teachers, parents, community organizations and business and industry.</p>	
<p>Program provides:</p> <ul style="list-style-type: none"> i. Context for students to engage higher-order skills including critical thinking, decision making, and problem solving. ii. Achieves the above through student-led, inquiry based activities. iii. The activities enable students to apply knowledge and skills to demonstrate competency. 	
<p>Program encourages students to create and innovate using a variety of tools to convey their own ideas, interpret the ideas of others, and produce new works which address contemporary themes or 21st century challenges.</p>	
<p>Program encourages students to collaborate effectively across diverse teams, assume shared responsibility and reach consensus to accomplish common goals.</p>	
<p>Program is a recurring part of the school’s offerings and can be replicated in one form or another by others.</p>	
<p>Student mastery of higher order 21st century skills is measurable, including evaluation framework/criteria that are visible to students, educators, parents and used as a basis for individual growth and systemic improvement.</p>	

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