Name	_Periodl	Date
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Rubric for Creating an Effective Work Environment Project

Task Description: In groups, you will collaborate and brainstorm to create an effective workplace environment. You will present the information in a three-dimensional diorama display. The diorama will include:

- illustration of the business (floor plan)
- an area to:
 - o collaborate with others
 - inspire creativity
 - have productive teamwork
 - o provide open work spaces
 - be innovative
 - o provide a well-designed office space
 - communicate with others
 - o additional areas as suggested from group members
- description of each area and how it contributes to an effective work environment
- explanation of how leadership and teamwork skills contributed to the completion of the project

Criteria	weight	Exemplary Yes	Accomplished Yes, but	Developing No, but	Beginning No
A Clear Illustration of the Floor Plan	25%	☐ Floor plan is appropriate to provide a clear focus	☐ Floor plan is somewhat appropriate to provide a clear focus	☐ Floor plan is inadequate to provide a clear focus	☐ Floor plan does not provide a clear focus for the project
Explanation of Leadership/Teamwork Skills	25%	☐ In-depth explanation of leadership/teamwork skills	☐ Displays an understanding of leadership/teamwork skills	☐ Little understanding of the leadership/teamwork skills	☐ No understanding of leadership/teamwork skills

All Required Areas are Displayed/Explanation	25%	 □ Areas provide adequate information □ Makes clear explanations among areas 	 □ Some areas provide adequate information □ Makes explanations among areas 	☐ Few areas provide adequate information☐ Explanations may be awkward	☐ Lacking appropriate areas☐ Poor explanations
Mechanics/ Presentation	25%	 □ Correct format □ Correct grammar, usage, mechanics and spelling 	 ☐ Mostly correct format ☐ Mostly correct grammar, usage, mechanics and spelling 	 □ Format less than correct □ Some errors in grammar, usage, mechanics and spelling 	☐ Incorrect format☐ Errors in grammar, usage, mechanics and spelling
Assignment Score		+ Beyonder/I	Bonus	= Final Score	