Year 10 Media: Stop Motion Rubric

	4	3	2	1
Set Design	Set Design clearly and creatively communicates all of the information needed for each scene.	Set Design communicates most of the information needed for each scene.	Set Design communicates some of the information needed for each scene but is lacking creativity and is rough around the edges.	Set Design vaguely Communicates ideas needed for the scene and missing information for each scene.
Video Clarity & Lighting	All shots are clearly focused. Camera movements are smooth and of appropriate speed. All shot have appropriate lighting.	Most shots are clearly focused. Camera movements are smooth and/or of appropriate speed. Most shots have appropriate lighting.	Many are clearly focused. Motion shots are fairly steady. Some shots have inadequate light.	Few shots are clearly focused. The camera is not held steady. Many shots have inadequate light.
Video Framing & Composition	Video shows evidence of good composition. A variety of shot types are used in an appropriate manner.	Most shots are well framed. A variety of shot types are used.	Few shots are well framed. Two – three shot types are used.	Composition is very poor. No technique is shown.
Audio	Audio is balanced between dialogue, music and voice over. Audio is clear throughout the video.	Audio is usually balanced between dialogue, music and voice over. Audio is clear throughout the video.	Audio is somewhat balanced between dialogue, music and voice over. Audio is clear throughout the video.	Audio is unbalanced between dialogue, music and voice over. Audio is inaudible in significant portions of the video.
Narrative	Narrative is outstanding. Contains a plot, theme or climax. Narrative has a genre attached the shot film.	Narrative is well planned and demonstrates evidence of a theme or plot in the story line.	Narrative has some ideas that engage the audience. It was evident that a little time was given to the narrative structure.	The narrative has very little storyline and it is evident no thought has gone into this. Objects were simply just moved around the set.