

SCORECARD: Jack and the Beanstalk (Grades K-2)

+ DIRECTIONS

Provide your teacher with the team scorecard when you are ready to test your prototype. Your teacher will complete the chart below by circling the scores your prototype received for each of the criteria. Your teacher will calculate your score. Decide as a team if you can improve your score.

CRITERIA	2 POINTS	1 POINT	0 POINTS	SCORE
COLLABORATION	The design has elements contributed by all team members.	The design has elements contributed by two team members.	The design does not have elements contributed by each team member.	
SEAT	There is a seat for Jack, and it supports his weight.	There is a seat for Jack, but it does not support his weight.	There is no seat for Jack.	
TOWER HEIGHT	The tower is above the 40-centimeter marker.	The tower is above the 30-centimeter marker but below the 40-centimeter marker.	The tower is below the 30-centimeter marker.	
STABILITY TEST	The tower is stable for one minute, holding Jack.	The tower is stable for 30 seconds, holding Jack.	The tower is stable for less than 30 seconds holding Jack, or there is no seat for Jack.	
BUDGET: COUNTERS USED	14 counters or less.	15 – 19 counters.	20 counters or more.	
BONUS: WINDSTORM	Jack stays on the tower for 30 seconds.	Jack stays on the tower for 15 seconds.	Jack does not stay on the tower.	
TOTAL SCORE				