

SCORECARD: Magnets Push, Magnets Pull (Kindergarten)

+ 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	POINTS			SCORE
	2	1	0	
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.	
SOLVABLE MAZE	The design has a solvable entrance and exit.	The design does not have a solvable entrance and exit.	The design does not have an entrance and/or exit.	
PATH WIDTH	The design has enough space for the magnet/maze runner to fit everywhere.	The design has some areas where the magnet/maze runner does not fit.	The design does not have enough space for the magnet/maze runner.	
KEY ELEMENTS DRAWN	The design has all three key elements drawn (connected walls, entrance, exit).	The design has two of three key elements drawn (connected walls, entrance, exit).	The design does not have key elements drawn.	
COUNTERS	15 counters or less.	16 – 20 counters.	21 counters or more.	
BONUS: TIME	The maze took more than 20 seconds to solve.	The maze took between 10 seconds and 19 seconds to solve.	The maze took less than 10 seconds to solve.	
BONUS: BARRIERS	The design has barriers that all stay up on their own.	The design has some barriers that stay up on their own.	The design does not have barriers that stay up on their own.	
TOTAL SCORE				