## StoryTelling Network IMPACT*community:* 2D StoryTelling Rubric

CATEGORY	Exemplary	Acceptable	Needs Improvement
An Effective Character	<ul> <li>Features a three-dimensional, charismatic character</li> <li>Communicates universal needs and connects with the intended audience.</li> <li>Progresses through the "hero's journey" to inspire self-reflection and action in the audience.</li> </ul>	<ul> <li>Features a character or multiple characters</li> <li>Features a character or characters that the intended audience relates to on some level.</li> </ul>	<ul> <li>Lacks a central character</li> <li>Lacks characters that intended audience can relate to.</li> <li>Positions the organization or project as the character rather than a real person.</li> </ul>
Plot Moves the Story Forward	<ul> <li>Features an action-oriented story</li> <li>Inspires the audience to take action based on the intent of the story.</li> <li>Follows the hero's journey with a rising action, climax, and denouement.</li> </ul>	<ul> <li>Presents an incomplete plot</li> <li>Uses a beginning, middle And end-but isn't action oriented and/or doesn't follow a hero's journey through resolution.</li> </ul>	<ul> <li>Lacks a plot with a beginning, middle and end, but not necessarily in that order</li> <li>Lacks structure to communicate the purpose of the story.</li> <li>Leaves audience confused or unmoved to take the desired action.</li> </ul>
Authenticity (voice)	<ul> <li>Resonates with the audience</li> <li>Shares a perspective that the audience can connect with and relate to.</li> <li>Engages audience in a natural, truthful, and relevant way.</li> </ul>	<ul> <li>Lacks resonance</li> <li>Uses formal or rigid language.</li> <li>Tells the audience how to feel rather than inspiring real emotions.</li> </ul>	<ul> <li>Lacks authenticity</li> <li>Uses jargon, feels forced, and doesn't relate to the audience.</li> </ul>
Action-Oriented Emotions	<ul> <li>Engages the audience</li> <li>Compels the audience to feel real emotions.</li> <li>Persuades audience to change their minds or behaviors.</li> <li>Amuses, comforts, touches, sympathies, makes one sad, makes one dream, makes one laugh, makes one shiver, makes one weep, makes one think.</li> </ul>	<ul> <li>Leaves the audience unmoved</li> <li>Tells the audience how to feel rather than inspiring real emotions.</li> <li>Leaves the audience uninspired to take action.</li> </ul>	<ul> <li>Lacks any sense of emotion</li> <li>Applies reason and logical thinking rather than engaging emotions in an effort to move audience to action.</li> <li>Engages the mind and misses connecting with the heart</li> </ul>
A "Hook"	<ul> <li>Creates an immediate and lasting connection with the audience</li> <li>Answers 7 questions:</li> <li>What are they like?</li> <li>What keeps them up at night?</li> <li>How can you solve their problem?</li> <li>What do you want them to do?</li> <li>How might they resist from adopting your message and carrying out the call to action?</li> <li>How can you best reach them?</li> <li>Why are they here?</li> </ul>	<ul> <li>Lacks an early connection with the audience</li> <li>Leaves the audience hanging and hopeful for more.</li> <li>Lacks an intentional moment to establish connection with the audience.</li> </ul>	<ul> <li>Lacks a reason to stay engaged with the story</li> <li>Leaves the audience with no sense of connection or interest.</li> </ul>
Resonates with the audience	<ul> <li>Gives audience a reason to stay engaged</li> <li>Provides guidance, confidence, insight, advice, training, [magical gifts] to overcome fears and enter into a new journey.</li> </ul>	<ul> <li>Lacks relevancy</li> <li>Provides some sense of insight, but lacks sense of guidance or empowerment of the audience.</li> </ul>	<ul> <li>Doesn't make the presentation about the audience</li> <li>Lacks clear message.</li> <li>Leaves the audience uninspired, confused, or unclear on the message.</li> </ul>
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