	Insufficient (1)	Below Expectations (2)	Meets Expectations (3)	Exceeds Expectations (4)
Empathize *Engaging students in the process: data from student surveys, quotes from kids, parent feedback*	End users (students and/or other stakeholders) were not consulted in design process	End users were consulted in the design process but application lacks evidence that end user input was present in the solution.	End user feedback is evident in the proposal.	Student feedback on the use of space is evident in the proposal and students offer valuable insight on how to implement, involve others, and make changes based on needs.
Ideate Explore a wide variety of possible solutions through generating a large quantity of diverse possible solutions, allowing you to step beyond the obvious and explore a range of ideas	Very few ideas are proposed.	Several ideas proposed but lacks any collaboration and/or diversity.	Several ideas proposed. Application lacks evidence of collaboration with two or more sources and/or ideas are very similar in nature and lack diversity.	Several ideas are proposed. Ideas are diverse in nature, it is evident this problem has been attacked from a variety of angles. Collaboration with others is evident during this phase of the process. This might include parents, staff, students, colleagues, administrators, coaches/TICs, cohort team, outside resources.
Prototype/Choose Sketches, drawings, models, "inspiration" board that showcases solutions, utilizing existing furniture (rearranging) and low-cost options to implement possible solutions.	No evidence of prototyping demonstrated.	2 examples of protyping are shared.	An effort is made to prototype the chosen design but lacks collaboration with the end user.	A valid effort is made and evident in the application to prototype the chosen design. This could include a scale drawing, testing of certain furniture where possible, rearranging current space in a new way, etc. End users are involved in making the prototypes.
Solution The actual PLAN for design changes. Is the solution appropriate, creative, innovative... does it address the design problem.	Solution doesn't clearly address the design problem in a cost effective way.	Solution addresses the design problem but does not align with district goals and/or does not keep budget in mind.	Solution addresses the design problem, mostly aligns with district goals and mostly takes budget into account.	Solution clearly addresses the design problem, is consistent with district goals and keeps budget in mind.
Evaluation *The teacher survey and student survey from the application is complete.*	Yes/No	x	x	x