

Rubric - Infographic - Apollo Division - 2024

Your team has just landed near the south pole of the moon and are in the process of building a lunar base. Your mission director has tasked your team with finding a **beneficial** use for lunar regolith that will lessen the dependence on Earth resources. NASA refers to this process of In-Situ Resource Utilization (ISRU). ISRU is the harnessing of local natural resources at mission destinations, instead of taking all needed supplies from Earth, to enhance the capabilities of human exploration. Once you come up with your idea, your team is to create an infographic that describes your idea and how you will test it experimentally. You will present your infographic to the judges during the finals.

Commercial companies here on Earth are already researching the uses and benefits of lunar regolith simulants. One of these companies is Exolith labs. Your team should use Exolith’s LSP-2 simulant in your experimental design and include a photo of the design as part of your infographic.

2024 design challenge - infographic rubric - Apollo Division			<u>Please submit all infographics to renee.barnett@browardschools.com, in PDF format by the deadline: February 1, 2024</u>			
design	5	4	3	2	1	0
color scheme	* Layout is organized and uses consistent style	* Generally good layout	*Layout could use improvement	*Layout is disorganized	*No layout or scheme—just random elements, colors, and fonts	*not evident
font	* Color scheme has visual appeal and works with content	* Has minor inconsistency or one distracting element	*Layout distracts from content	*Layout distracts from content		
layout	* Fonts are legible and consistent	*Color scheme clashes	*Two or more inconsistent elements *Hard to read fonts	*Color scheme is confusing		
content	5	4	3	2	1	0
terms	*Appropriate terms, vocab, jargon defined and used	*One or two terms or jargon used incorrectly or without explanation	*Not enough terms, vocab, jargon	*Lacking in appropriate terminology	*No real data or facts are present	*not evident
facts	*Data from good source		*Data is sparse	*Not enough facts or data		
quality of information	*More than enough data to make claims	*Adequate amount of data	*Data might not demonstrate the trend or claim	*Data is from poor or questionable source		
quantity of information	*Data clearly demonstrate trend, claim	*Data demonstrate trend, claim, etc *Data from good source	*Data from good source			

	5	4	3	2	1	0
experimental design						
presents a problem to be addressed	*experimental design is detailed, aligns with and addresses a valid problem. Experiment clearly shown and labeled.	*experimental design is missing a few variables or data, and does not completely align with the problem. Experiment shown.	*experimental design is missing many variables and data, only addresses part of the problem. Experimental setup not clear.	*experimental design is not testing the problem. Experimental setup not clear.	*experiment conducted but does not align with or address a problem	*not evident
experimental design explained						
experiment variables are described						
experimental results						
results presented	*easy to understand results and summary	*unclear summary *unclear results	*unclear summary, unclear results	*Design and visuals are at odds with the content or claims being made	*Design elements and visuals convey a meaning contrary to the intent	*not evident
results summarized to indicate if future use is possible	*explanation of future experiments or uses *Visualizations fit the data and the claim	*Visualizations fit the data and the claim	*Visualizations are not aligned to results or claim			
visualization matches results						

During the presentation, judges will have a rubric that focuses on use of the infographic to communicate data, the team's regolith use proposal, experimental results, and presentation skills (eye contact, use of slides, all team members contributing, etc).

Please refer to the [SDS](#) and [Fact Sheet](#) linked to ensure safety when handling regolith simulant.