

Verbatim Project Rubric:

	Distinguished (4)	Proficient (3)	Developing (2)	Beginning (1)
Characterization	Actor is able to consistently embody the essence and energy of another person through unique choices of speech, vocal habits, and movement.	Actor is able to imitate the essence and energy of another person through choices of speech, vocal habits and movement.	Actor inconsistently suggests the essence or energy of another person through choices of speech, vocal habits and movement.	Actor struggles to create the essence or energy of another person through voice and movement choices.
Physicality	Gestures, body language, and facial expressions enhance the audience's understanding of character and story	Gestures, body language, and facial expressions reveal a sense of a character and support the story	Gestures, body language, and facial expressions are inconsistent but show some development of character and story	Gestures, body language, and facial expression are inconsistent and/or detract from the audience's understanding of the characters and story
Dynamics	Flexibility and variety of dynamic choices enhance the audience's understanding of character and story.	Flexibility and variety of dynamic choices support the audience's understanding of character and story.	Flexibility and variety of dynamic choices are inconsistent leaving the audience to understand sections of the story.	Flexibility and variety of dynamic choices are seldom heard by the audience.
Analysis	Actor provides detailed script annotations that display a nuanced understanding of physical, vocal, and physiological choices that make a character believable.	Actor provides script annotations that display an understanding of physical, vocal, and physiological choices that make a character believable.	Actor inconsistently provides script annotations that display an understanding of physical, vocal, and physiological choices that make a character believable.	Actor provides script annotations that rarely display an understanding of physical, vocal, and physiological choices that make a character believable.