

Competitive Events Rating Sheets Middle School

Table of Contents

Annual Chapter Activities Presentation
Business Ethics
Career Research
Community Service Presentation
Critical Thinking
Elevator Speech
Exploring Business Issues
FBLA Mission & Pledge
Marketing Mix Challenge
Multimedia & Website Design
Video Game Challenge



NOTE

This documents contains the rating sheets for all Middle School competitive events. To see complete competitive event guidelines, please visit www.fbla.org and click on Divisions, and then Middle School Competitive Events.

MIDDLE SCHOOL - ANNUAL CHAPTER ACTIVITIES PRESENTATION Rating Sheet

☐ Preliminary Round ☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		1	1	1	
Summary of year's activities	0	1-5	6-10	11-15	Т
Describe activities to benefit chapters and its					
members: e.g., recruitment, leadership	0	1-7	8-14	15-20	
development, career exploration, chapter		1-7	0-14	13-20	
fundraising, chapter publicity					
Describe activities to benefit other individuals		4.7	0.44	45.00	
and organizations: e.g., state and national	0	1-7	8-14	15-20	
projects, community service projects					+
Describe conferences attended and recognition received: e.g., participation in FBLA					
conferences, other chapter/individual	0	1-7	8-14	15-20	
recognition earned, competitive event winners		1 /	011	13 20	
and participation					
Presentation					
Statements are well-organized and clearly stated	0	1-3	4-7	8-10	
Demonstrates self-confidence, poise, and good	0	1	2-3	4-5	
voice projection	U	1	2-3	4-3	
Demonstrates the ability to effectively answer	0	1-3	4-7	8-10	
questions		1.0	. ,		
Subtotal				/100) max.
Penalty Deduct five (5) points for each instance	of failure to fo	llow guidelines.			
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Final Score				/100) max.
Comments					
Name(s):					
School:		Sta	te:		
Judge's Signature:			te:		

MIDDLE SCHOOL - BUSINESS ETHICS

☐ Preliminary Round

Rating Sheet

	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content					
Identifies and defines ethical issues presented in the case study	0	1–5	5-10	11-15	
Explains why the ethical issues happened	0	1–5	5-10	11-15	
Provides logical recommendation as to how the ethical issues should be resolved	0	1–7	8-14	15–20	
Recommends safeguards that should have been in place to prevent the ethical issues	0	1–7	8-14	15–20	
Substantiates and cites sources used while conducting research	0	1-2	3-4	5	
Presentation					
Statements are well-organized and clearly stated	0	1-3	4-7	8-10	
Used appropriate eye contact, voice projection, gestures, and posture	0	1-2	3-4	5	
Effectively answered questions	0	1-3	4-7	8-10	
Subtotal				/1	00 max.
Penalty Deduct five (5) points for each instance	of failure to fo	ollow guidelines	S.		
Dress Code Penalty Deduct five (5) points who	en dress code i	s not followed.			
Final Score				/1	00 max.
Comments					
Name(s):					
School:		S	tate:		
Index's Signature			late:		

☐ Final Round

MIDDLE SCHOOL - CAREER RESEARCH

Rating Sheet

☐ Preliminary Round ☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		•	•	•	
Presentation clearly related to career	0	1-3	4-7	8-10	
Purpose clearly stated	0	1-2	3-4	5	
Effectively uses a variety of formatting and	0	1.2	2.4	_	
visual effects in presentation	0	1-2	3-4	5	
Quality of design is professional; design					
elements are appropriate for presentation—	0	1-3	4-7	8-10	
e.g., color choice, font style, font size					
Suitability and accuracy of statements in	0	1-3	4-7	8-10	
presentation is acceptable	0	1-3	4-/	0-10	
Organization					
Immediate introduction of topic	0	1-3	4-7	8-10	
Strong support for topic	0	1-3	4-7	8-10	
Effective and memorable conclusion	0	1-3	4-7	8-10	
Delivery					
Extemporaneous deliver—e.g., not merely read	_				
from notes	0	1-3	4-7	8-10	
Effective posture, body language, eye contact,	_			0.40	
and gestures	0	1-3	4-7	8-10	
Professional tone, appropriate language—e.g.,	0	1.0	4.7	0.40	
inflection, pace, emphasis, enthusiasm	0	1-3	4-7	8-10	
Subtotal				/100) max.
Penalty Deduct five (5) points for each instance	of failure to fol	low guidelines.			
Dress Code Penalty Deduct five (5) points whe	en dress code is	not followed.			
Final Score				/100) max.
Comments					
Comments					
Name(s):					
School:		Sta	te:		

Judge's Signature: _____ Date: ____

MIDDLE SCHOOL - COMMUNITY SERVICE PRESENTATION Rating Sheet

☐ Preliminary Round ☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content	Demonstrated	Expectations	Expectations	Expectations	Barnea
Clear project description	0	1-5	6-10	11-15	
Goals well defined	0	1-3	4-7	8-10	†
Logical and systemic development of project	0	1-3	4-7	8-10	
Project effectively implemented	0	1-3	4-7	8-10	
Community impact	0	1-5	6-10	11-15	
Publicity received	0	1-3	4-7	8-10	
Presentation					
Engaging presentation	0	1	2-3	4-5	
Confidence and poise exhibited	0	1	2-3	4-5	
Used appropriate eye contact, voice projection, gestures, and posture	0	1-3	4-7	8-10	
Effectively answered questions	0	1-3	4-7	8-10	+
Subtotal	<u> </u>	1 0	. ,) max.
Penalty Deduct five (5) points for each instance	of failure to fol	low guidelines		, 100	
Dress Code Penalty Deduct five (5) points when					
Final Score				/100) max.
Name(s):					
School:		Sta	te:		
Judge's Signature:		Da	te:		

MIDDLE SCHOOL - CRITICAL THINKING

☐ Preliminary Round

Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content		 			
Problem is understood and well-defined	0	1–7	8-14	15–20	
Alternatives are recognized with pros and	0	1 7	0.14		
cons stated and evaluated	0	1–7	8-14	15–20	
Logical solution is selected with positive and	0	1–7	8-14	15–20	
negative aspects of its implementation given	U	1-/	0-14	13–20	
Demonstrates knowledge and understanding					
of critical thinking concepts in relation to the	0	1-3	4-7	8-10	
topic					
Presentation					
Statements are well-organized and clearly	0	1.2	4.7	0.40	
stated	0	1-3	4-7	8-10	
Used appropriate eye contact, voice	0	1.2	4.7	0.40	
projection, gestures, and posture	0	1-3	4-7	8-10	
Effectively answered questions	0	1-3	4-7	8-10	
Subtotal				/1	00 max.
Penalty Deduct five (5) points for each instance	e of failure to f	ollow guidelines	3.		
Dress Code Penalty Deduct five (5) points wh	nen dress code i	s not followed.			
Final Score				/1	00 max.
Comments					
Name(s):					
School:		S	tate:		
Judge's Signature:		<u> </u>	Pate:		

☐ Final Round

MIDDLE SCHOOL - ELEVATOR SPEECH

☐ Preliminary Round ☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Related topic to audience	0	1-3	4-7	8-10	Τ
Ideas presented logically and sequentially	0	1-5	6-10	11-15	
Speech is sincere and engaging	0	1-3	4-7	8-10	
One business card with additional visual (three copies)	0	1-5	6-10	11-15	
Presentation					
Smoothly-paced speech	0	1-3	4-7	8-10	
Purpose clearly stated	0	1-3	4-7	8-10	
Confident, enthusiastic, professional	0	1-3	4-7	8-10	
Used appropriate eye contact, voice projection, gestures, and posture	0	1-3	4-7	8-10	
Effectively answered questions	0	1-3	4-7	8-10	
Subtotal				/100) max.
Penalty Deduct five (5) points for each instance	of failure to fo	llow guidelines.			
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Final Score				/100) max.
Name(s):School:			te:		
Judge's Signature:		Da	te:		

MIDDLE SCHOOL - EXPLORING BUSINESS ISSUES

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earne
Content		<u> </u>	r	F	
Demonstrates understanding of the topic	0	1-5	6-10	11-15	
Alternative solutions are recognized with pros and cons stated and evaluated	0	1-7	8-14	15-20	
Provides an effective recommendation(s)	0	1-7	8-14	15-20	
Provides logical reason for recommendation(s)	0	1-5	6-10	11-15	
Presentation Skills					
Statements are well-organized and clearly stated	0	1-3	4-7	8-10	
Demonstrates self-confidence, poise, and good voice projection	0	1-3	4-7	8-10	
Demonstrates the ability to effectively answer questions	0	1-3	4-7	8-10	
Subtotal				/100) max.
Penalty Deduct five (5) points for each instance	of failure to fol	llow guidelines.			
Dress Code Penalty Deduct five (5) points whe					
Final Score				/100) max.
Comments					
Comments					

MIDDLE SCHOOL - FBLA MISSION & PLEDGE

☐ Preliminary Round	☐ Final Round
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Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Recites FBLA mission from memory	0	1-5	6-10	11-15	
Reflection of FBLA mission is relevant and	0	1-5	6-10	11-15	
appropriate					
Recites FBLA pledge from memory	0	1-5	6-10	11-15	
Reflection of FBLA pledge is relevant and	0	1-5	6-10	11-15	
appropriate					
Presentation					
Smoothly-paced speech	0	1-3	4-7	8-10	
Confident, enthusiastic, professional	0	1-3	4-7	8-10	
Used appropriate eye contact, voice projection,	0	1-3	4-7	8-10	
gestures, and posture					
Effectively answered questions	0	1-3	4-7	8-10	
Subtotal				/100	max.
Penalty Deduct five (5) points for each instance	of failure to fol	low guidelines.			
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Final Score				/100	max.
Name(s):School:			te:		
Judge's Signature:		Da	te:		

MIDDLE SCHOOL - MARKETING MIX CHALLENGE

	Not	Does Not Meet	Meets	Exceeds	Points
Evaluation Item	Demonstrated	Expectations	Expectations	Expectations	Earned
Content					
Product: description of original product	0	1-5	6-10	11-15	
Price: description of selling price and pricing	0	1-5	6-10	11-15	
strategy					
Place: description of where product will be sold	0	1-5	6-10	11-15	
Promotion: description of advertising methods	0	1-5	6-10	11-15	
People: description of target market	0	1-5	6-10	11-15	
Demonstrates knowledge and understanding of	0	1-3	4-7	8-10	
marketing concepts			. ,	0.10	
Delivery					
Statements are well-organized and clearly stated	0	1	2-3	4-5	
Demonstrates self-confidence, poise, and good	0	1	2-3	4-5	
voice projection	0	1	2-3	7-3	
Demonstrates the ability to effectively answer	0	1	2-3	4-5	
questions		•		1.5	
Subtotal				/10	0 max.
Penalty Deduct five (5) points for each instance	of failure to fo	llow guidelines.			
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Final Score				/10	0 max.
Comments					
Comments					
Name(s):					
School:		Sto	ıte:		
Judge's Signature:		Da	ite:		

MIDDLE SCHOOL - MULTIMEDIA & WEBSITE DEVELOPMENT Rating Sheet

☐ Preliminary Round ☐ Final	Round				
Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Topic is understood and well-defined	0	1-3	4-7	8-10	T
Web pages appeal to audience	0	1-3	4-7	8-10	
Web page incorporates a theme and logo	0	1-3	4-7	8-10	
Includes one activity with user interaction	0	1-3	4-7	8-10	
(game, survey, form completion, etc.)		1-3	4-7	0-10	
Technical Components					
Web pages are viewable on standard browsers	0	1-2	3-4	5	
Logical and effective sequence of navigation	0	1-3	4-7	8-10	
All links are functional and allow viewer a path	0	1-3	4-7	8-10	
to home page	0	1-3	Ψ-1	0-10	
Sites uses technology tools and enhancements					
effectively (i.e. video, sound, photo, image	0	1-3	4-7	8-10	
editing, graphics)					
Multimedia presentation includes sound,	0	1-3	4-7	8-10	
photos, image editing, graphics (1-3 minutes)					
Delivery Skills					
Statements are well-organized and clearly stated	0	1-2	3-4	5	
Self-confidence, poise, assertiveness, and good	0	1-2	3-4	5	
voice projection					
Ability to effectively answer questions	0	1-2	3-4	5	
Subtotal				/100	0 max.
Penalty Deduct five (5) points for each instance	of failure to fo	llow guidelines.			
Dress Code Penalty Deduct five (5) points who	en dress code is	not followed.			
Final Score				/100	0 max.
Comments					
Comments					
NI ()					
Name(s):					
School:		Sta	ite:		

Judge's Signature: _____ Date: _____

MIDDLE SCHOOL - VIDEO GAME CHALLENGE

Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments Name(s):	valuation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Demonstrates a high-quality game that runs smoothly Explains the programming language or game/animation engine used and the process undertaken in creating the game Technical Components Instructions are clear and executable 0 1-3 4-7 8-10 Errors did not crash the game or prevent use 0 1-3 4-7 8-10 Program documentation is readable, useful, and complete Delivery Skills Statements are well-organized and clearly stated 0 1-3 4-7 8-10 Self-confidence, poise, assertiveness, and good voice projection Ability to effectively answer questions 0 1-3 4-7 8-10 Subtotal Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score / Comments	Content					
smoothly Explains the programming language or game/animation engine used and the process undertaken in creating the game Technical Components Instructions are clear and executable 0 1-3 4-7 8-10 Errors did not crash the game 0 1-3 4-7 8-10 Program documentation is readable, useful, and complete Delivery Skills Statements are well-organized and clearly stated 0 1-3 4-7 8-10 Self-confidence, poise, assertiveness, and good voice projection 0 1-3 4-7 8-10 Subtotal Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments	opic is understood and well-defined	0	1-3	4-7	8-10	
game/animation engine used and the process undertaken in creating the game Technical Components	moothly	0	1-5	6-10	11-15	
Instructions are clear and executable 0 1-3 4-7 8-10 Errors did not crash the game or prevent use 0 1-3 4-7 8-10 Program documentation is readable, useful, and complete 1-3 4-7 8-10 Delivery Skills Statements are well-organized and clearly stated 0 1-3 4-7 8-10 Self-confidence, poise, assertiveness, and good voice projection 1-3 4-7 8-10 Subtotal / Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score / Comments	ame/animation engine used and the process	0	1-5	6-10	11-15	
Instructions are clear and executable 0 1-3 4-7 8-10 Errors did not crash the game or prevent use 0 1-3 4-7 8-10 Program documentation is readable, useful, and complete 1-3 4-7 8-10 Delivery Skills Statements are well-organized and clearly stated 0 1-3 4-7 8-10 Self-confidence, poise, assertiveness, and good voice projection 1-3 4-7 8-10 Subtotal / Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score / Comments	Technical Components					
Program documentation is readable, useful, and complete Delivery Skills Statements are well-organized and clearly stated 0 1-3 4-7 8-10 Self-confidence, poise, assertiveness, and good voice projection 0 1-3 4-7 8-10 Subtotal // Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score // Comments		0	1-3	4-7	8-10	
and complete Delivery Skills Statements are well-organized and clearly stated 0 1-3 4-7 8-10 8-10 Self-confidence, poise, assertiveness, and good voice projection Ability to effectively answer questions 0 1-3 4-7 8-10 Subtotal Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments	Errors did not crash the game or prevent use	0	1-3	4-7	8-10	
Statements are well-organized and clearly stated 0 1-3 4-7 8-10 Self-confidence, poise, assertiveness, and good voice projection Ability to effectively answer questions 0 1-3 4-7 8-10 Subtotal / Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score / Comments	Program documentation is readable, useful,	0	1-3	4-7	8-10	
Self-confidence, poise, assertiveness, and good voice projection Ability to effectively answer questions O 1-3 4-7 8-10 Subtotal Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments	Delivery Skills					
voice projection Ability to effectively answer questions 0 1-3 4-7 8-10 Subtotal Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments	tatements are well-organized and clearly state	ed 0	1-3	4-7	8-10	
Subtotal Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments Name(s):		d 0	1-3	4-7	8-10	
Penalty Deduct five (5) points for each instance of failure to follow guidelines. Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments Name(s):	ability to effectively answer questions	0	1-3	4-7	8-10	
Dress Code Penalty Deduct five (5) points when dress code is not followed. Final Score Comments Name(s):	ubtotal				/100	0 max.
Final Score Comments Name(s):	Penalty Deduct five (5) points for each instan	nce of failure to fo	llow guidelines.			
Final Score Comments Name(s):	Dress Code Penalty Deduct five (5) points w	when dress code is	not followed.			
Name(s):	•				/100	0 max.
SCHOOL: State			· ·			
Judge's Signature: Date:						