

Teller's Name _____. ****Kentucky Youth Storytelling Judging Rubric, p.1**

Category	Beginning	Developing	Proficient	Advanced
Possible Score	1	2	3	4
Rate of Delivery <hr/> Score	Pacing too fast; Pacing too slow; Ineffective pauses.	Some appropriately varied pacing.	Pacing changes coordinate with the narrative	Pacing changes coordinate with the narrative and allow time for the audience to react/imagine the story.
Volume <hr/> Score	Too loud; Too soft.	Easily heard most of the time.	Easily heard throughout the story.	Easily heard throughout entire story and changes support the action in the story.
Pitch <hr/> Score	No vocal changes	Some variety.	Enough variety to hold interest.	Enough variety to hold interest and changes support the action in the story.
Articulation & Pronunciation <hr/> Score	Mumbling; Slurred words; Over-precise and phony sounding; Many unintentional mispronunciations.*	Some unintentional mispronunciations or Poorly articulated words such that audience understanding of the story is limited.	Minor errors of unintentional mispronunciation or articulation that do not limit audience understanding	Words easily understood and all words pronounced correctly (if they are supposed to be – in some stories there are deliberate mispronunciations)
Other vocal considerations <hr/> Score	Used abundant vocal fillers (um, like, you know); Lip smacking	Minor or occasional use of vocal fillers.	Nothing detracts from listener comprehension of the story.	Enhances listener comprehension and enjoyment of the story.

Teller's Name _____

**** Kentucky Youth Storytelling Judging Rubric, p. 2**

Category	Beginning	Developing	Proficient	Advanced
Possible Score	1	2	3	4
Body Language _____ Score	Little or no usage of eye contact, gestures, facial expression, movement and/or stance in telling the story. OR such over-exaggeration of same that listeners are distracted.	Questionable usage of eye contact, gestures, facial expressions, movement and/or stance results in occasional confusion.	Most use of eye contact, gestures, facial expressions, movement and/or stance supports the narrative.	Eye contact, gestures, facial expressions, movement and/or stance coordinate with the narrative resulting in an enjoyable and easy to understand story.
Characterization _____ Score	Ineffective or inconsistent use of characterization or no effort at distinction between characters and narrator	Story understanding limited by loss of characterization or blurring of distinction between characters and narrator.	Loss of characterization at times; distinction between characters and narrator sometimes blurred. Story understanding not limited.	Characters were believably developed, and distinguished from the narrator, through effective use of voice, stance, movement or gestures.
Stage Presence _____ Score	Significant distracting behaviors (pacing, fidgeting, hands jammed in pockets, playing with hair, bouncing, etc.); Stiff; appears uncomfortable	Minor distracting behaviors that do not limit audience understanding of the story; Seemed unsure, uneasy or lacking confidence at times.	No distracting behaviors. Appears confident and comfortable.	Teller appears to be relaxed, confident, comfortable, and enjoying the story.
The Story _____ Score	Illogical event sequence; little or no transitions from one section of the story to another; no descriptive imagery (thus making story difficult to understand or enjoy)	Transitions from one section of the story to another not clear; sequencing not always logical; images fuzzy (thus limiting understanding or enjoyment of the story)	Minor flaws in transitions or sequencing; images lacking clarity. (but neither enough to limit understanding or enjoyment)	The story is easy to comprehend. and Images are clear. and Sequence of events easy to follow. and Transitions are smooth. and Listening is a pleasure.
TOTAL _____	Maximum possible score = 36			