

MAEOE Grant Scoring Rubric Example

Questions Fall 2023 Grant Rubric

The rubric is based off the NAAEE guidelines and each item is scored against those criteria. Not all questions receive a score, some help to inform other sections for the overall understanding of the grant application. Grants are scored and ranked by each member of the committee and then comparative ranks are reviewed by the committee as a whole.

The scoring rubric is as follows:

- 3 = Exceeds expectations (exceeds the NAAEE criteria)
- 2 = Meets expectations (fulfills the NAAEE criteria)
- 1 = Below expectations (starts or fails to fulfill the NAAEE criteria)
- 0 = Did not answer (the application fails to answer the NAAEE criteria)

For questions about the criteria ask the Grant Committee Chair at grants@maeoe.com

Scored questions:

- Is the applicant a Project WILD and/or PLT certified instructor?
- Application describes, in detail, the target learning group, its unique needs, and group size. Application includes how program/project will increase EE/OE for learners from different backgrounds, abilities, perspectives and interests.
- Application illustrates a detailed plan on how and when instruction will be delivered to participants, and who the instructors are.
- Application demonstrates opportunities, through explanation of learning outcomes, for participants to develop skills for inquiry, analysis, asking questions, and environmental investigation. • Application describes, in detail, how program/event aligns with the MAEOE Mission. • Does the application use activities from Project WILD and/or PLT? (0=no, 1=yes). • The application describes if any collaboration/partnerships (e.g. community, formal/non formal, etc.) were used to help provide accurate and balanced EE instruction.
- Application provides examples of and encourages learners to explore different perspectives, form their own opinions and explain their beliefs.
- Application shows recognition and the acknowledgement of the validity of varying cultural perspectives present in groups of learners.
- Application describes how they will increase access to EE/OE for learners from different backgrounds, abilities, perspectives and interests.
- (Overall application) presents a detailed plan for evaluation, including self reflection and participant review/evaluation.
- (Overall application) demonstrates that a variety of approaches will be used to meet the needs of all learners. (e.g. teaching strategies, parts of an exhibit, hands-on, outdoor, etc.)
- (Overall application) "provides opportunities for experiences that increase learners' awareness of - and enthusiasm for - the natural and human-designed environment through firsthand experiences exploring the world around them."
- (Overall application) includes a detailed plan for participant engagement including quality, sustainable materials and/or community resources or involvement.
- (Overall application) utilizes appropriate tools and/or technologies that reflect best practices in EE/OE

learning (e.g. identification apps, tools such as microscopes, etc.).

- The application fully describes the items in the budget and how they are necessary to success. •
- Was the application missing any information you need to make a decision?
- Did the application thoroughly illustrate the full impact of the project/event?