



The Congressional App Challenge is a competition aimed at encouraging U.S. high school students to learn how to code by creating their own applications. The Challenge is intended to highlight the value of computer science and STEM (Science, Technology, Engineering and Math) education and encourage students to engage in these fields. By encouraging and recognizing our nation’s young programming talent, Congress hopes to shine a light on the growing importance of these skills.” (Taken from <http://www.congressionalappchallenge.us/>)

Judging Guidelines & Rubric

A score of 1 to 5—1 being poor, 3 being average, and 5 being superior—should be given across three criteria:

1. Concept
 - a. How creative is the idea?
 - b. Does the app address a specific problem? If so, how creative is the solution?
2. Design
 - a. Did the student consider the user experience and interface?
 - b. How intuitive is the U.I.?
 - c. Did the student give any thought to the app design?
3. Skill
 - a. Did the student display an understanding of the tools they were using?
 - b. Did the student demonstrate they had learned the mechanics of coding?

Example Scorecard

Judge: John Doe		App Title: Example App				
Criteria	1	2	3	4	5	Total
Concept				x		4
Design			x			3
Skill					x	5
					Total:	12

Judge:		App Title:				
Criteria	1	2	3	4	5	Total
Concept						
Design						
Skill						
					Total:	

Judge:		App Title:				
Criteria	1	2	3	4	5	Total
Concept						
Design						
Skill						
					Total:	

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