

10-minute Play Scriptwriting Unit Project—Creative Writing

Your Goal: Write a 10-minute play.

Requirements:

- 10 pages in length (on average, one page = one minute on stage)
- Standard script format
- Typed, 12-pt. font
- No more than four characters in script
- School appropriate storyline—overall storyline idea is up to you
- Submit completed script to turnitin.com

Important Dates:

Work Sessions: _____

Script Submission Date: _____

Rubric on back of paper

Scriptwriting Rubric:

4	3	2	1	0
The story is very well organized. One idea follows another in a logical sequence with clear transitions.	The plot is well organised. One idea or scene may seem out of place. Clear transitions are used.	The plot is a little hard to follow. The transitions are sometimes not clear.	Ideas and scenes seem to be randomly arranged.	Little to no cohesion of story from one point to another.
Thorough thought and understanding are demonstrated regarding stage directions and script format	Stage directions are appropriate. Proper scripts format has been utilized, demonstrating a good general understanding.	Stage directions are present, but more could have been used for clarity. Limited mistakes in script format.	Stage directions are present, but more could have been used for clarity. Frequent mistakes in the script format.	There are no stage directions detailed. Little to no consideration of script format
The main characters (2-4) are named and clearly described. Dialogue and stage directions expand character development.	The main characters (2-4) are named and described. Dialogue and stage directions somewhat expand character development.	The main characters are named. Dialogue and stage directions have limited expansion of character development.	The main characters are named. Dialogue and stage directions do not help in character development.	It is hard to tell who the main characters are, or there is no development to the characters.
It is always clear which character is speaking. Dialogue is well developed and varied	It is clear which character is speaking. Dialogue is acceptable but could be more varied in structure.	It is usually clear which character is speaking. Dialogue is choppy and not well developed.	Some confusion as to which character is speaking. Dialogue is not realistic sounding.	Hard to follow which character is speaking. Minimal effort is put into conversations.
There are no grammar, capitalisation, spelling, or punctuation errors in the final draft.	There are few grammar, spelling, capitalisation, or punctuation errors in the final draft.	.There are few grammar, spelling, or capitalisation, or punctuation errors that have a limited effect on understanding.	There are many grammar, spelling, capitalisation, or punctuation errors that begin to affect understanding	Grammar, spelling, capitalisation, or punctuation errors are so common that understanding is affected often.