Figure 2.8. Dialogue and Role-Play Rubric

Dialogue and Role-Play Rubric	10.0 9.5	9.0 8.5	8.0 7.5	7.0 6.5	Total	Comments
Vocabulary/ Task completion	• All elements of the presentation are included. • Dialogue includes creative vocabulary that enhances it.	• All elements of the presentation are included. • Dialogue includes the required vocabulary and it is used appropriately.	• Dialogue is only partially on topic and too brief. • Dialogue is missing some important vocabulary and/or it is used	• Students did not complete the task as assigned. • English is used. • Inappropriate or inadequate use of vocabulary.	$\frac{10}{}$ $\frac{}{60}$	
Comprehensibility	• Easy to understand. • No confusion of vocabulary words. • Listener does not need make any attempts to interpret what the speaker is saying because of lack of clarity. • Students respond appropriately to one another's questions.	• Dialogue is comprehensible. • The listener infrequently has to interpret what the speakers are saying because of lack of clarity. • Students respond appropriately to one another's questions; however, there may be some delay in response.	• Dialogue is choppy with parts that seem disconnected and are difficult to follow. • Some instances of students not being able to correctly respond to their partner's questions.	• Questions and responses barely comprehensible as evidenced by: ▪ Confusion of vocabulary words. ▪ Listener struggling to comprehend speakers. ▪ Inability of students to respond to one another's questions.	$\frac{}{10}$	
Fluency	• Dialogue is comfortably memorized so that there are few to no hesitations that break the flow of the dialogue. • Uses more complex sentences of varied lengths. • Sentences are not choppy.	• Hesitations break the flow of the dialogue at times, but do not interfere with comprehension. • Most sentences are complete, but they are not as varied.	• There are various hesitations that distract from the dialogue. • Some sentences are complete, whereas others are short and incomplete.	• Choppy because of frequent pauses in speech and/or incomplete thoughts. • Most sentences are fragmented and disconnected.	$\frac{}{10}$	
Accuracy	• Few to no grammatical errors in communication. • Correct grammar aids in listener's comprehension of the dialogue.	• May make various grammatical errors, but they do not impede communication.	• Grammatical errors begin to impede listener's ability to understand the dialogue.	• High frequency of grammatical errors distract from listener's comprehension of dialogue.	$\frac{}{10}$	
Pronunciation	• Pronunciation is clear. Few to no errors.	• Some errors, but still understandable.	• Errors begin to strongly hinder listener's ability to understand dialogue.	• High frequency of poorly pronounced words.	$\frac{}{10}$	
Performance	• Creative touches add to the realism of the dialogue. • Lively presentation with appropriate changes in voice inflection. • Speaker is easy to hear.	• Some enthusiasm. • Generally appropriate changes in voice inflection applied to dialogue. • Speaker is easy to hear.	• Little enthusiasm. • Some changes in voice inflection used, but they may be inaccurate. • Speaker is not as easy to hear.	• No enthusiasm at all. • Presentation is done in monotone. • Speaker may be quite difficult to hear.	$\frac{}{10}$	