

<b>Scoring</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>
<b>Process Categories</b>	<b>Novice change agents</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Master</b>
<i>Feel</i>	Little to no empathy - no examination of challenges and how they affect community	Some empathy - identified a few challenges but assumed how they affect the community	Strong empathy - identified many challenges and did some exploration into how they affect the community	Profound empathy - identified a great number of challenges and deeply explored how community is affected
<i>Imagine</i>	Low creativity - challenge statement and reasoning are unclear/generic, only 1-2 solutions were brainstormed, and project selection lacks reasoning	Some creativity - challenge statement and reasoning are clear and somewhat unique, 3-5 solutions were brainstormed, and project selection and reasoning is mentioned but not substantial or detailed	Strong creativity - challenge statement and reasoning are clear and very unique, 5+ solutions were brainstormed, and project selection and reasoning is described with some detail	Profound creativity - challenge statement and reasoning are very clear and incredibly unique, 5+ solutions were brainstormed, and project selection and reasoning are strongly described with great detail
<i>Do</i>	Low action - project is uncoordinated with no action plan, and/or is not completed	Some action - project is somewhat coordinated with rough action plan, and is partially completed	Strong action - project is coordinated with a clear action plan, and is fully completed	Profound action - project is very well coordinated with detailed action plan, and is fully completed with clear learnings for future
<i>Share</i>	Low inspiration - project is not shared with any members of the community, only with DFC	Some inspiration - project is shared with at least one member/group of the community in one medium	Strong inspiration - project is shared with more than one member/group of community in one medium	Profound inspiration - project is shared with several groups in several different mediums

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<i>Boldness of Idea - looking at existing problem with fresh perspective</i>	Using common idea - commonly done in other places and many times before	Adapting common idea - Idea has been done before in a few places but is adapted in an original way	Developing new idea - not done before and is a fresh perspective	X
<i>Number of people affected</i>	No one	Immediate community and/or adjacent neighborhoods, and/or my city and/or my state	X	X
<i>Potential for long-lasting change at the cause level</i>	No potential - project does not address the identified cause and does not aim to solve it	Some potential - project somewhat addresses the identified cause but does not really provide a solution	Good potential - project addresses identified cause and provides an adequate solution	Great potential - project strongly addresses identified cause and provides a powerful solution
<i>How easy is it to replicate and iterate</i>	One time Project that could not be reiterated (even by same team) or replicated elsewhere	Project could be reiterated with many changes by same team and/or replicated with major contextual changes elsewhere	Project could be reiterated with some changes by same team and/or replicated with some contextual changes elsewhere	Project could be reiterated with fine-tuning changes by same team and/or replicated with minor contextual changes elsewhere
<i>How green is the idea</i>	Negative impact on environment	Neutral to positive impact on environment	X	X