 **Theme 10 **

**Inventing a Board Game**

**Class Assessment Sheet**

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| **Assessment Criteria** | **Children who**  **excelled** | **Children who achieved** | **Children working**  **towards** |
| **English** | | | |
| **Reading Comprehension**: Interpreting Timeline to select content of game |  |  |  |
| **Spoken English**:  Contributing to group discussion and interaction |  |  |  |
| **Spoken English**:  Explaining rules of own game, and opinions about games of others |  |  |  |
| **Writing**:  Writing appropriate, concise instructions |  |  |  |
| **Writing** text of game |  |  |  |
| **Numeracy** | | | |
| Estimating probabilities to achieve fairness in rewards and forfeits; testing, revising, amending, re-testing |  |  |  |
| **History** | | | |
| Demonstrating awareness of chronology and of events in club’s history |  |  |  |
| **Art** | | | |
| Creative presentation, including position, size and style of images, letters and numbers |  |  |  |
| Choice, control and use of materials |  |  |  |
| **Design and Technology** | | | |
| Creating, evaluating, adapting and refining re function and aesthetic appeal of game |  |  |  |