 **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 |  |  |  |