



Theme 10



Inventing a Board Game

Class Assessment Sheet

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			