

ASSESSMENT CRITERIA: STEADY HAND GAME

	LEVEL 5 - 6	LEVEL 3 - 4	LEVEL 1 - 2
INVESTIGATE	<p>I HAVE WRITTEN CLEAR GUIDING QUESTIONS, DESIGN BRIEF & SPECIFICATION MENTIONING THE INTENDED MARKET.</p> <p>I HAVE A COMPLETE PRODUCT ANALYSIS WITH RELEVANT ANNOTATION.</p> <p>I CONDUCTED A THOUGHTFUL SURVEY AND DREW LOGICAL CONCLUSIONS.</p> <p>I HAVE RESEARCHED THOROUGHLY ABOVE WHAT WAS ASKED AND HAVE DRAWN LOGICAL CONCLUSIONS.</p> <p>I HAVE WRITTEN A SPECIFICATION WITH CLEAR AND RELEVANT POINTS THAT DEMONSTRATE AN EXCELLENT UNDERSTANDING OF THE WHOLE TASK.</p>	<p>I HAVE GUIDING QUESTIONS, DESIGN BRIEF & SPECIFICATION BRIEF IN MY OWN WORDS.</p> <p>I HAVE WRITTEN RELEVANT GUIDING QUESTIONS.</p> <p>I HAVE A COMPLETE PRODUCT ANALYSIS WITH RELEVANT ANNOTATION.</p> <p>I HAVE COMPLETED ALL THE RESEARCH INDICATED.</p> <p>I HAVE WRITTEN A SPECIFICATION WITH CLEAR AND RELEVANT POINTS THAT DEMONSTRATE A GOOD UNDERSTANDING OF THE PROBLEM.</p>	<p>I HAVE WRITTEN A DESIGN BRIEF.</p> <p>I HAVE WRITTEN A GUIDING QUESTION.</p> <p>I HAVE ATTEMPTED SOME PRODUCT ANALYSIS.</p> <p>I HAVE ATTEMPTED SOME RESEARCH.</p>
DESIGN	<p>I COMPLETED 4 DESIGNS OF GOOD QUALITY WITH ANNOTATION, EACH EVALUATED AGAINST THE SPECIFICATION.</p> <p>I JUSTIFIED THE CHOSEN DESIGN AND CRITICALLY EVALUATED AGAINST THE DESIGN SPECIFICATION.</p>	<p>I COMPLETED 4 DESIGNS OF GOOD QUALITY WITH ANNOTATION AND JUSTIFIED MY CHOSEN ONE.</p> <p>I EVALUATED MY CHOSEN DESIGN AGAINST THE DESIGN SPECIFICATION.</p>	<p>I COMPLETED LESS THAN FOUR GAME DESIGNS AND WITH SOME ATTEMPT TO JUSTIFY AGAINST THE SPECIFICATION.</p>
PLAN	<p>I PRODUCED A GANTT CHART WITH A NUMBER OF LOGICAL STEPS THAT INCLUDE RESOURCES AND TIME.</p> <p>I PRODUCED PRODUCTION PLAN CONTAINING A NUMBER OF DETAILED, LOGICAL STEPS HIGHLIGHTING EQUIPMENT, WORKSHOP SKILLS AND TIME ALLOCATION THAT COULD BE FOLLOWED BY OTHERS.</p> <p>I CRITICALLY EVALUATED AND JUSTIFIED ANY MODIFICATIONS TO MY DESIGN AND PLANNING.</p>	<p>I PRODUCED A GANTT CHART WITH A NUMBER OF LOGICAL STEPS THAT INCLUDED ALL THE STEPS NEEDED AND TIME.</p> <p>I WROTE A DETAILED MATERIALS LIST.</p> <p>I CREATED A DETAILED PRODUCTION PLAN OUTLINING THE EQUIPMENT, SKILLS AND TIME NEEDED TO COMPLETE THE PROJECT.</p> <p>I MADE SOME ATTEMPT TO EVALUATE THE MY PLANNING</p>	<p>I PRODUCED A GANTT CHART.</p> <p>I WROTE A MATERIALS LIST.</p> <p>I BRIEFLY INDICATED THE STEPS NEEDED TO CREATE MY GAME.</p>

CREATE	<p>I COMPETENTLY USED APPROPRIATE WORKSHOP TECHNIQUES THROUGHOUT.</p> <p>I FOLLOWED MY PLAN AND JUSTIFIED ANY MODIFICATIONS.</p> <p>I USED PHOTOGRAPHS TO HIGHLIGHT STEPS IN MY DETAILED AND THOUGHTFUL PROCESS JOURNAL</p> <p>I CREATED A GAME OF APPROPRIATE QUALITY WITH INNOVATION.</p>	<p>I USED WORKSHOP TECHNIQUES AS SHOWN.</p> <p>I USED PHOTOGRAPHS TO HIGHLIGHT PROGRESS IN MY PROCESS JOURNAL.</p> <p>I CREATED A GAME OF SATISFACTORY QUALITY.</p>	<p>I CONSIDERED A PLAN AND CREATED A GAME.</p> <p>I FOLLOWED THE TEACHER'S INSTRUCTIONS.</p>
EVALUATE	<p>I GAUGED THE SUCCESS OF MY GAME AND EVALUATED OBJECTIVELY BASED ON THE RESULTS OF TESTING AND VIEWS OF INTENDED USERS.</p> <p>I PRODUCED AN EVALUATION AT EACH STAGE OF DESIGN CYCLE, SUGGESTING IMPROVEMENTS.</p> <p>I INSIGHTFULLY EVALUATED THE AOI AND CLEARLY DEMONSTRATED AN UNDERSTANDING OF THEIR RELEVANCE.</p>	<p>I EVALUATED MY GAME AND OWN PERFORMANCE, SUGGESTING WHAT COULD BE IMPROVED.</p> <p>I TESTED MY GAME ON THE INTENDED USERS AND EVALUATED AGAINST THE DESIGN SPECIFICATION.</p> <p>I EVALUATED MY USE OF THE DESIGN CYCLE WITH INSIGHT.</p> <p>I EVALUATED THE AOI.</p>	<p>I EVALUATED MY GAME OR MY OWN PERFORMANCE.</p> <p>I MADE SOME ATTEMPT TO TEST MY GAME.</p>