

Evaluation Rubric: Online Game & Demonstration

Name: _____

The following rubric(s) will be used to evaluate the Online game and demonstration to determine the areas that could be improved the most. More specific descriptors for each level of achievement are shown in the rubric table below.

- E = Emerging: frequent difficulty using language; needs a lot more work.
0-8 points = Project elements (online game) was not successful.
- D = Developing: some difficulty using language; some improvement still required
9-12 points = Project elements (online game) was partially successful (50% of the time).
- P = Proficient: able to use language skills most of the time; meets average expectations for this level.
13-16 points = Project elements (online game) was mostly successful (70% of the time).
- M = Mastery: exceptional use of language; exceeds expectations for this level.
17-20 points = Project elements (online game) was completely successful (90% of the time).

Criteria	Skill	M 17-20	P 13-16	D 9-12	E 0-8
Game visuals (pair assessment)	Online game materials shows an effective, attractive, and balanced blend of textual and visual elements that denote a Canadian theme. Textual elements are clear and accurate.				
Rules (pair assessment)	Online game rules are clear, grammatical, and sequentially organized.				
Play concept (pair assessment)	Online game is conceptually interesting with motivating game action and purposeful language generating objective.				
Facilitator interaction (individual assessment)	Participation is willing and enthusiastic. Facilitator offers instruction and responds well to questions from participating players.				
Coherence and grammar (individual assessment)	Facilitator interactions during game action are coherent and grammatically accurate as per level expectations.				
Pronunciation (individual assessment)	Pronunciation of facilitator is clear, with word, syllable stress, and intonation patterns well managed as per level expectations.				
TOTAL		/120 = %			