

GAMES SECTION MARKING RUBRIC**Guidelines**

1. Presentation	(0) The game is produced too poorly to play. Pieces are missing and packaging is absent.	(1) The presentation is messy and unattractive. Little care has been taken in producing the parts. Packaging is minimal.	(2) The game is neat and carefully made but lacks colour or visual interest. The pieces are adequate. The packaging is not robust.	(3) The game is colourful, attractive and meticulously presented. There are a suitable number of parts or playing pieces and they are packaged securely.
2. Instructions or rules	(0) Not provided.	(1) Instructions very brief or difficult to understand.	(2) Instructions adequately explain what to do.	(3) Instructions clear and comprehensive.
3. Target audience	(0) Not specified.	(1) Not well suited for target audience. Either too difficult or much too simple.	(2) Generally suitable for target audience. May be inconsistent in parts.	(3) Highly suitable for target audience.
4. Research	(0) No evidence of research.	(1) Some evidence of research but not adequately documented, or explained.	(2) Short list of references or verbal confirmation.	(3) Comprehensive list of references and acknowledgements or explanation.
5. Real issues.	(0) No issue or problem solving aspect included in the topic.	(1) Limited treatment of an issue.	(2) Some aspects of the game deal with a scientific issue.	(3) The game involves finding solutions to a significant scientific issue.
6. Written statement	(0) Not provided.	(1) The statement attempts to outline the science but is often inaccurate or irrelevant or is very brief	(2) The statement generally outlines the science that the game is intended to teach, but is at times inaccurate, or has some omissions.	(3) The statement concisely and accurately outlines the science that the game is intended to teach, on one A4 page.
7. References	(0) the game included no references or acknowledgements.	(2) The game included references cited and all relevant acknowledgements and contributions to the game.		

GAMES SECTION MARKING RUBRIC

Judging Criteria

Criteria	Very Little (1-2)	Limited (3-4)	Satisfactory (5-6)	Detailed (7-8)	Comprehensive (9-10)
Scientific content	Scientific ideas very simple or very inaccurate.	Scientific concepts limited in scope requiring little depth of understanding.	Scientific information is adequate but could have been more detailed. Principles may be inaccurately applied.	A good range of scientific information is included, with a sound understanding of the concepts involved. Facts and principles are generally accurate.	A broad range of scientific information is demonstrated, with some concepts developed to a sophisticated level. Scientific principles are accurately applied.
Scientific processing	The game is not educational. Progress in the game depends on luck rather than the knowledge or skills of the players. If questions are asked, they are trivial or obscure.	Limited scientific processing. Questions are asked which only require recall of facts. No problem-solving or decisions required.	To play the game, some tasks involve solving problems or making decisions. In the process, some scientific information is gained.	The game requires players to make decisions which then helps them to develop scientific concepts.	Players are required to analyse new situations. Progress in the game can be made by applying scientific knowledge to solve a problem.
Originality and Creativity	Originality and Creativity are lacking due to poor or unimaginative design of game, or game is closely based on an existing game. Unexciting to play.	Based on a simple existing game but incorporates some original elements.	An interesting existing game with some creative elements to its design or an original game with some limitations in design.	A familiar game with a clever aspect to its design or an original game which is straightforward to play.	A highly original game which is a lot of fun to play.