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| Assessment Criteria | **Outstanding**  **A** | **Proficient**  **B** | **Satisfactory**  **C** | **Progressing**  **D** | **Not yet developed**  **E** |
| Purpose for playground re-design | Student accurately interprets survey responses and clearly identifies the significant need for a playground re-design. | Student adequately interprets survey responses and identifies important reasons for a playground re-design. | Student provides a basic description of survey responses. Gives reasons for playground re-design. | Student provides limited description of survey responses. Unclear reasons for playground re-design. | Limited attempt with no or inappropriate reasons for playground re-design. |
| Understands and responds to the wants and needs of students surveyed | Student effectively responds to the wants and needs identified in survey through excellent design ideas. | Student responds to the wants and needs of peers identified in survey through good design ideas. | Student considers and applies some of the wants and needs of peers identified in survey in design ideas. | Student considers limited responses from survey about peers wants and needs in design ideas. | Students design ideas do not respond to the wants and needs from peers in survey. |
| Creatively re-designs safe and appropriate equipment. Explains the health & wellbeing benefits of design choices | Highly creative and influential design ideas that promotes health & wellbeing and considers safety. Extremely effective reasons for design choices. | Creative ideas that promotes health & wellbeing and considers safety. Clear reasons for design choices. | Design ideas considers aspects of health & wellbeing & mostly are mostly safe. Is able to explain most design choices. | Design ideas consider limited areas of health & wellbeing. Designs are considered unsafe. Unclear explanations of design choices. | Design ideas are incomplete and do not consider health & wellbeing. Designs are not safe, with no explanations of choices provided. |
| Creates a design plan that is clearly labelled | Outstanding design plan that is very neat and uses appropriate visual representations. Design plan is clearly labelled and very easy to understand. | Good design plan that uses appropriate visual representations. Design plan is clear and labelled was easy to understand. | Satisfactory design plan that made a good attempt at using visual representations. The whole design plan was labelled. | Design plan was mostly completed with visual representations. Labelling was unclear. | Incomplete design plan that did not use visual representations. No attempt to label plan. |
| Identifies and justifies materials used for real playground and 3D representations | Clear and accurate identification of materials and properties used in creation of playground. Effectively chooses and justifies choices of resources for 3D design. | Clear and mostly accurate identification of materials and properties used in creation of playground. Can clearly justify choices of resources for 3D design. | Reasonable attempt of identifying materials and properties used in creation of playground. Chooses some appropriate resources for 3D design, shows understanding of decisions. | Basic identification of materials used in creation of playground. Unsuitable resources chosen for 3D design with unclear reasons for choices. | Incomplete attempt at identifying materials used in creation of playground. Unsuitable resources chosen with no reasons provided. |
| Creates a 3D representation of playground design | Highly creative and visually appealing 3D representation that follows the design and material plan submitted. | Visually appealing 3D representation that follows the design and material plan submitted. | 3D representation follows the design and most of the materials plan submitted. | Incomplete 3D representation that follows some of the design and materials plan submitted. | Incomplete 3D representation, does not follow any plans submitted. |
| Creatively communicates design idea to architect and promotes playground use to peers | Highly creative and clearly communicates all design ideas. Presentation influences peers and promotes playground design using knowledge of peers wants and needs. | Creative presentation that communicates all design ideas. Presentation has some influential aspects that considers wants and needs to promote playground to peers. | Appropriate presentation that explains designs ideas. Presentation promotes playground to peers using knowledge of peers wants and needs. | Presentation explains some design ideas. Limited use of peers wants and needs to promote playground. | Incomplete presentation that does not explain design ideas or promote playground. |
| **Overall result for Assessment**  **Teacher Feedback:** | | | | |  |