JUDGE'S EVALUATION SHEET

GAMES

FULL NAME OF ENTRANT(S)	
ENTRY CODE	SCHOOL CODE
TITLE	

Lower Primary (LG)☐ Middle Primary (MG)☐ Upper Primary (PG)☐ Junior (JG)☐ Intermediate (IG)☐

Judging Guidelines	Has met Guideline	Has met most of the guideline	Has met some of the guideline	Has not met the guideline
1. Presentation. The game should be attractive, well-presented and securely packaged. It should contain appropriate numbers of pieces or playing parts.	**3**	**2**	**1**	**0**
2. Instructions or rules should be included with the game. They must give a clear, step-by-step outline of how to play the game.	**3**	**2**	**1**	**0**
3. Target audience. The age group the game is aimed at should be specified. The game should be appropriate for this target audience.	**3**	**2**	**1**	**0**
4. Research. Evidence should be provided of the research that was used to develop the game.	**3**	**2**	**1**	**0**
5. Real issues. The game should aim to provide solutions to real issues (eg. based on 'water conservation' rather than just 'water).	**3**	**2**	**1**	**0**
6. Written statement. This should outline what aspect of science the game is intended to teach. It should be about one A4 page in length.	**3**	**2**	**1**	**0**
7. Size limits. The maximum box size is 25cmx45cm with a depth of 14cm. If used, the maximum board size is 42cmx60cm.	**2**			**0**

Sub total = _____ / 20

Judging Criteria	Compre-hensive		Detailed		Satisfactory		Limited		Very little	
Scientific content. Does the game present a scientific idea or teach a scientific principle? Is the science relevant and accurate?	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Scientific processing. Is the game educational, involving the players in completing tasks, answering questions and making decisions? Do the tasks promote problem solving and concept development rather than requiring simple recall of facts.	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Originality and Creativity – is the game original and fun to play?	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**

Sub total = _____ / 30

SUITABLE FOR STS PUBLICITY ☐YES ☐NO **TOTAL SCORE** _____/50

COMMENTS TO CO-ORDINATOR: .....

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Judge's Name …… Signed .....

Judge's Name …… Signed .....

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. Size limits	(0) the box size is bigger than 25cmx45cmx14cm or the board is bigger than 42cmx60cm.	(2) the box and board are within the specified size limits.		

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.