

Arya

"Summative Assessment -IDU - Design - G6 "

MYP Criteria

A	B	C	D
5	6	7	5

#### Criterion A: Inquiring and Analysing

You have presented clear and relevant research, including your Venn diagram and questionnaire—well done. Think about how this research influenced your design ideas. Adding a paragraph to explain how your findings shaped the development of your game would strengthen this section.

#### Criterion B: Developing Ideas

It's great to see that you've included sketches—this helps visualise your game concept. Make sure to add detailed annotations to help the user understand your design clearly. For instance, label items like cones or zones. Since your audience needs to be able to recreate the game, be sure to provide a complete equipment list.

#### Criterion C: Creating the Solution

Good idea in setting up the WeChat group to improve communication—this shows initiative. Try to include all the steps you undertook in the creation process, along with the equipment needed. For example, outline job roles or responsibilities within your team. This will make your process clearer and more replicable.

#### Criterion D: Evaluating

Well done on identifying strengths and weaknesses in your game and suggesting improvements. To take this further, consider the impact your game has on different types of users—how inclusive and accessible is it? Also, reflect on how the overall design process went and what you would do differently next time. For example, you might consider allowing more time to explain the rules clearly to players during testing.

#### Overall:

Your portfolio is clear and easy to understand. You've communicated your ideas effectively, and your work shows effort and engagement.

#### Improvements for your next portfolio:

Include a contents page to help navigate your work.

Add page numbers for clarity.

Provide more detailed annotations to explain your thinking."

## Criteria A: Inquiring and analysing

	0	1-2	3-4	5-6	7-8
ii. state and prioritize the main points of research needed to develop a solution to the problem	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>states</b> some points of research needed to <b>develop</b> a solution, <b>with some guidance</b>	The student <b>states</b> and <b>prioritizes</b> the main points of research needed to <b>develop</b> a solution to the problem, <b>with some guidance</b>	The student <b>states</b> and <b>prioritizes</b> the main points of research needed to <b>develop</b> a solution to the problem, <b>with minimal guidance</b>
iii. describe the main features of an existing product that inspires a solution to the problem	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>states</b> the main features of an existing product that inspires a solution to the problem	The student <b>outlines</b> the main features of an existing product that inspires a solution to the problem	The student <b>describes</b> the main features of an existing product that inspires a solution to the problem
iv. present the main findings of relevant research.	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>states</b> the findings of research	The student <b>outlines</b> some of the main findings of research	The student <b>outlines</b> the main findings of relevant research	The student <b>presents</b> the main findings of relevant research

## Criteria B: Developing ideas

	0	1-2	3-4	5-6	7-8
ii. present feasible design ideas, which can be correctly interpreted by others	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>presents one</b> design idea, which can be interpreted by others	The student <b>presents more than one</b> design idea, using an appropriate medium(s) or labels key features, which can be interpreted by others	The student <b>presents a few</b> feasible design ideas, using an appropriate medium(s) and labels key features, which can be interpreted by others	The student <b>presents</b> feasible design ideas, using an appropriate medium(s) and outlines the key features, which can be correctly interpreted by others
iii. present the chosen design	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>states</b> the key features of the chosen design	The student <b>presents</b> the chosen design <b>stating</b> the key features	The student <b>presents</b> the chosen design <b>describing</b> the key features
iv. create a planning drawing/diagram, which outlines the main details for making the chosen solution.	The student <b>does not</b> reach a standard described by any of the descriptors	The Student <b>creates</b> an incomplete planning drawing/diagram.	The student <b>creates</b> a planning drawing/diagram or <b>lists</b> requirements for the creation of the chosen solution	The student <b>creates</b> a planning drawing/diagram and <b>lists</b> the main details for the creation of the chosen solution	The student <b>creates</b> a planning drawing/diagram, which <b>outlines</b> the main details for making the chosen solution

## Criteria C: Creating the solution

	0	1-2	3-4	5-6	7-8
i. outline a plan, which considers the use of resources and time, sufficient for peers to be able to follow to create the solution	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>lists</b> the main steps in a plan that contains some details, resulting in peers having difficulty following the plan to create the solution	The student <b>lists</b> the steps in a plan, which <b>considers</b> time and resources, resulting in peers being able to follow the plan to create the solution	The student <b>outlines</b> a plan, which <b>considers</b> the use of resources and time, sufficient for peers to be able to follow to create the solution
ii. demonstrate excellent technical skills when making the solution	The student <b>does not</b> reach a standard described by any of the descriptors	The Student <b>demonstrates minimal</b> technical skills when making the solution	The student <b>demonstrates satisfactory</b> technical skills when making the solution	The student <b>demonstrates competent</b> technical skills when making the solution	The student <b>demonstrates excellent</b> technical skills when making the solution
iii. follow the plan to create the solution, which functions as intended	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>creates</b> the solution, which functions <b>poorly</b> and is presented in an <b>incomplete form</b>	The student <b>creates</b> the solution, which <b>partially</b> functions and is <b>adequately</b> presented	The student <b>creates</b> the solution, which functions <b>as intended</b> and is presented <b>appropriately</b>	The student follows the plan to <b>create</b> the solution, which functions as <b>intended</b> and is presented <b>appropriately</b>
iv. list the changes made to the chosen design and plan when making the solution.	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>states one change</b> made to the chosen design or plan	The student <b>states one change</b> made to the chosen design and plan	The student <b>lists the changes</b> made to the chosen design and plan

	0	1-2	3-4	5-6	7-8
			when making the solution	when making the solution	when making the solution

## Criteria D: Evaluating

	0	1-2	3-4	5-6	7-8
i. outline simple, relevant testing methods, which generate data, to measure the success of the solution	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>defines</b> a testing method, which is used to measure the success of the solution	The student <b>defines</b> a <b>relevant</b> testing <b>method</b> , which generates data, to measure the success of the solution	The student <b>defines</b> <b>relevant</b> testing <b>methods</b> , which generate data, to measure the success of the solution	The student <b>outlines</b> <b>simple, relevant</b> testing methods, which generate data, to measure the success of the solution
ii. outline the success of the solution against the design specification	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>states</b> the success of the solution	The student <b>states</b> the success of the solution against the design specification based on the results of <b>one relevant</b> test	The student <b>states</b> the success of the solution against the design specification based on <b>relevant</b> product testing	The student <b>outlines</b> the success of the solution against the design specification based on <b>authentic</b> product testing
iii. outline how the solution could be improved	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>states one way</b> in which the solution could be improved	The student <b>outlines one way</b> in which the solution could be improved	The student <b>outlines</b> how the solution could be improved
iv. outline the impact of the solution on the client/target audience.	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>states one way</b> in which the solution can impact the client/target audience	The student <b>outlines</b> the impact of the solution on the client/target audience, <b>with guidance</b>	The student <b>outlines</b> the impact of the solution on the client/target audience