

Soren

"Summative Assessment -IDU - Design - G6 "

MYP Criteria

A	B	C	D
7	6	7	6

#### Criterion A: Inquiring and Analysing

Excellent work identifying ten clear areas of research—this shows strong engagement with the topic. Your presentation table was well-organised and demonstrated the results of your comprehensive questions effectively. To further improve this section, it would be helpful to include a brief conclusion or summary explaining what the findings suggest. Well done for acknowledging the use of AI as part of your research process—this shows transparency and initiative.

#### Criterion B: Developing Ideas

Before presenting your final design, you should explore and develop at least three different design ideas. This allows you to compare and evaluate options before deciding on the most suitable one. Developing and reflecting on multiple ideas will also show a stronger understanding of the design process.

#### Criterion C: Creating the Solution

Setting up a WeChat group to support team communication was a thoughtful and practical decision—well done. You also did a great job brainstorming and agreeing on a game name with your group. Clearly defining team responsibilities and creating a red card as part of the equipment shows excellent planning. To strengthen this section, you could conclude with a clear summary of all the equipment required to play the game.

#### Criterion D: Evaluating

You've made a strong start by reflecting on the problems faced and offering suggestions for improvement—well done. To enhance this, refer back to your original design specification. This will help you evaluate how well the final product met the goals you set at the beginning of the project and show a more complete understanding of the design cycle.

Overall:

Great progress and a strong effort throughout the project. Well done for showing clear improvement and commitment to your work.

Improvements for your next portfolio:

Include a contents page and page numbers.

Structure your portfolio clearly by following the design cycle sections: Inquiring and Analysing, Developing Ideas, Creating the Solution, and Evaluating.

## 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 some</b> points of research needed to <b>develop</b> a solution, <b>with some guidance</b>	The student <b>states and 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 and 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 some of</b> 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