Selvia "Summative Assessment -IDU - Design - G9 " MYP Criteria

А	В	С	D
7	6	6	7

### Criterion A: Inquiring and Analysing

You provided a clear introduction that gave useful background for the reader. Your table showing primary and secondary research areas — including sports inclusivity, hybrid sports, equipment adaptation, and skill progression — was well structured and informative. Your use of SWOT analysis was also a strong addition. The design brief could be enhanced further with more wording to explain the game's need in more detail. You could have included some of the useful wording from your Problem Identification section here to strengthen it.

## Criterion B: Developing Ideas

You presented a clear design specification table, and the addition of a "reason behind it" column was a very good idea that shows strong thinking. To enhance this section further, I would have liked to see more sketches with annotations to support your developing ideas and help the reader visualise them more easily.

#### Criterion C: Creating the Solution

This section would have benefited from more commentary on the process your team followed. It was good that your team covered the required areas well, but adding more detail about the steps you took and decisions made would help show your development process more clearly.

#### Criterion D: Evaluating

It was good to see that you used a user survey and that you analysed the feedback well. Your evaluation of the game's success was clearly presented, and it was excellent that you also identified a point for improvement.

## **Overall Comments:**

Your portfolio was clearly structured, with good headings and a logical numbering system. You are demonstrating good understanding of the design cycle and are working at a strong level.

Improvements for your next portfolio:

Good initiative to include a bibliography and appendix — continue to do this.

Add page numbers to the contents page for easy navigation.

Include more sketches with annotations to support your developing ideas.

# Criteria A: Inquiring and analysing

	0	1-2	3-4	5-6	7-8
ii. identify and prioritize the primary and secondary 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>outlines</b> a research plan, which <b>identifies</b> primary and secondary research needed to <b>develop</b> a solution to the problem, <b>with some guidance</b>	The student <b>constructs</b> a research plan, which <b>identifies</b> and <b>prioritizes</b> primary and secondary research needed to <b>develop</b> a solution to the problem, <b>with some guidance</b>	The student <b>constructs</b> a <b>detailed</b> research plan, which <b>identifies</b> and <b>prioritizes</b> the primary and secondary research needed to <b>develop</b> a solution to the problem independently
iii. analyse a range of existing products that inspire a solution to the problem	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>analyses</b> <b>one</b> existing product that inspires a solution to the problem	The student analyses a range of existing products that inspire a solution to the problem	The student <b>analyses a</b> <b>range of</b> existing products that inspire a solution to the problem in detail
iv. develop a detailed design brief, which summarizes the analysis of relevant research.	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>develops</b> a basic design brief, which <b>states</b> the <b>findings</b> of relevant research	The student <b>develops</b> a design brief, which <b>outlines</b> the analysis of relevant research	The student develops a design brief, which explains the analysis of relevant research	The student <b>develops</b> a <b>detailed</b> design brief, which <b>summarizes</b> the analysis of relevant research

# Criteria B: Developing ideas

	0	1-2	3-4	5-6	7-8
ii. develop a range of 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</b> <b>one</b> design, which can be interpreted by others	The student <b>presents a</b> <b>few</b> feasible designs, using an appropriate medium(s) <b>or</b> annotation, which can be interpreted by others	The student <b>develops a</b> <b>range of</b> feasible design ideas, using an appropriate medium(s) <b>and</b> annotation, which can be interpreted by others	The student <b>develops a</b> <b>range of</b> feasible design ideas, using an appropriate medium(s) <b>and detailed</b> annotation, which can be <b>correctly</b> interpreted by others
iii. present the chosen design and justify its selection	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>justifies</b> the selection of the chosen design with reference to the design specification	The student <b>presents</b> the chosen design and <b>justifies</b> its selection with reference to the design specification	The student <b>presents</b> the chosen design and <b>justifies fully and</b> <b>critically</b> its selection with <b>detailed</b> reference to the design specification
iv. develop accurate and detailed planning drawings/diagrams and outline the requirements for the creation of the chosen solution.	The student <b>does not</b> reach a standard described by any of the descriptors	The Student <b>creates</b> incomplete planning drawings/diagrams.	The student <b>creates</b> planning drawings/diagrams or <b>lists</b> requirements for the creation of the chosen solution	The student <b>develops</b> accurate planning drawings/diagrams and lists requirements for the creation of the chosen solution	The student <b>develops</b> accurate and detailed planning drawings/diagrams and outlines requirements for the creation of the chosen solution

# Criteria C: Creating the solution

	0	1-2	3-4	5-6	7-8
i. construct a logical plan, which describes the efficient use of time and resources, 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>constructs</b> <b>a plan</b> that contains some production details, resulting in peers having difficulty following the plan	The student <b>constructs</b> <b>a logical plan</b> , which considers time and resources, sufficient for peers to be able to follow to create the solution	The student <b>constructs</b> <b>a detailed and logical</b> <b>plan</b> , which <b>describes</b> the efficient use of time and resources, 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</b> <b>satisfactory</b> technical skills when making the solution	The student <b>demonstrates</b> <b>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 poorly and is presented <b>in an</b> <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 <b>as intended</b> and is presented <b>appropriately</b>
iv. fully justify changes made to the chosen design and plan when making the solution.	The student <b>does not</b> reach a standard		The student <b>outlines</b> changes made to the chosen design and plan	The student <b>describes</b> changes made to the chosen design and plan	The student fully <b>justifies</b> changes made to the chosen design

0	1-2	3-4	5-6	7-8
described by any of the descriptors		when making the solution	when making the solution	and plan when making the solution

# **Criteria D: Evaluating**

	0	1-2	3-4	5-6	7-8
i. design detailed and 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>designs a</b> testing <b>method</b> , which is used to measure the success of the solution	The student <b>designs a</b> <b>relevant</b> testing <b>method</b> , which generates data, to measure the success of the solution	The student <b>designs</b> <b>relevant</b> testing <b>methods</b> , which generate data, to measure the success of the solution	The student <b>designs</b> <b>detailed and relevant</b> testing <b>methods</b> , which generate data, to measure the success of the solution
ii. critically evaluate 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>outlines</b> the success of the solution against the design specification based on <b>relevant</b> product testing	The student <b>explains</b> the success of the solution against the design specification based on <b>relevant</b> product testing	The student critically evaluates the success of the solution against the design specification based on authentic product testing
iii. explain how the solution could be improved	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>outlines</b> how the solution could be improved	The student <b>describes</b> how the solution could be improved	The student <b>explains</b> how the solution could be improved
iv. explain 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>outlines</b> the impact of the solution on the client/target audience	The student <b>explains</b> the impact of the solution on the client/target audience, <b>with guidance</b>	The student <b>explains</b> the impact of the product on the client/target audience