# Self-Assessment: Templates: evaluate

TEACHER

Page 1 of 3

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| --- | --- | --- | --- |
| **Year**:  |  | **Title:**  | **Student Name:** |
| **Summary** |
| [Provide a description of the assessment activity here].A SOLO Taxonomy Approach to self-assessment using Pam Hook’s Self-Assessment Resource as a framework for designing the levels: <http://pamhook.com/tools/SelfAssessment.html#slide0>  |
| **Achievement standard text** |
| [Include the relevant statements of achievement] |
| Bloom’s Taxonomy reference: *[Category]**[Optional: Include the relevant Bloom’s Taxonomy category active verb description here. What are you wanting to assess?]* |
| *Pre-structural* | *Unistructural* | *Multistructural* | *Relational* | *Extended abstract* |
| The student can: *[Please enter the type of project it is into the text below]* |
| The student provides an evaluation of the [***project***], but needs help to think of examples and reasons as to why the feedback was provided.  | The student independently provides an evaluation of the [***project***] and gives a reason or examples from the game that supports their evaluation.  | The student independently provides an evaluation of the ***[project]*** and gives several reasons supporting their evaluation, using examples from the [***project***].  | The student independently provides an evaluation of the [***project***] and gives several examples from the [***project***] supporting their evaluation as well as justification for why these are important feedback points for improving the [***project***] to meet user needs and/or sustainability. | The student independently provides an evaluation of the game and gives several examples from the [***project***] to support their evaluation. They provide justifications for why the feedback points are important for improving the [***project***] to meet **user needs** and/or **sustainability**.In addition to their feedback points, the student can include a summary evaluation of the [***project***] that brings together all their key points to make one overall judgement.  |
| **Comments** |

Page 2 of 3

STUDENT

|  |  |
| --- | --- |
| **Title**: | **Student Name**: |
| **Assessment Task** Your task was to evaluate and provide feedback on **[your own game/a peer’s game]** and how it meets user needs or sustainability. Your task here is to self-assess your ability to provide feedback on ***[a game]***. Read the boxes below and select (circle/highlight/tick) the one that you feel best describes the level of detail that you provided in your feedback. *[Please enter the type of project it is into the text below]* |
| I can provide feedback **[*on a game*]**. I need help from the teacher in explaining my feedback using examples from ***[the game]***.  | I can provide feedback **[*on a game*]** on my own.I can justify my feedback with at least one example from ***[the game]***.  | I can provide feedback **[*on a game*]**. I can provide two or more reasons justifying my feedback with examples from ***[the game]***.  | I can provide feedback **[*on a game*]**. I can provide two or more reasons justifying my feedback. I can explain why my feedback is important/relevant for improving ***[the game]*** to meet user needs and/or sustainability. | I can provide feedback **[*on a game*]**. I can provide two or more reasons justifying my feedback. I can explain why my feedback is important/relevant for improving ***[the game]*** to meet user needs and/or sustainability.In addition to key feedback points, I can also include a summary of my combined feedback points that make an overall judgement of ***[the game]***.  |
| **Summary**The strengths of my feedback was that it included….Next time, I will improve my feedback by including…. |

Page 3 of 3

Page 3 of 3