48230 Engineering Communication
Narrative Reflection

Instructions: Your assignment must be submitted online through UTSOnline, under 'Assessments'. Your tutor will mark your assessment and provide feedback within two weeks of submission.

Score	0	1	2	3	4	5
Grade	0 – Missing (Fail)	1 – 49 (Fail)	50 – 64 (Pass)	65 – 74 (Credit)	74 – 84 (Distinction)	84 – 100 (High Distinction)
Attributes linked to animal totems (20%)	Missing	No link between attributes and the animals.	Some animals link to the attributes to be presented, but may need to be explicitly described in the story.	Story shows animals as representing attributes but do not need to explicitly described, they are implicit in the story.	Most of the animals playing the role of their attributes well in the learning narrative.	Story includes animals to provide a coherent narrative around the desired attributes in learning.
Lifelong learning (20%)	Missing	Covers what learning happened but not why this is significant.	Covers what learning happened and some analysis of why this is significant, but no indication of the goal or desired outcomes.	Covers what learning happened, its significance but limited ideas of what you would do in future.	Story provides some development into future learning.	Clear view of how the narrative will provide learning guidance in future years.
Relationship between animal totems (20%)	Missing	Story does not show much understanding of relationships between animals.	Story shows some relationship between animals.	Appropriate description of animals linked to each other in story development.	Story has some flow that links animals, attributes and knowledge development.	Relationships between animals are developed consistently throughout story to show developing knowledge.

Growth in learning (20%)	Missing	No development into the future use of this story in your learning.	Limited discussion of the future use of this story in your learning, or growth in your learning.	Some idea of future use for the story, and growth in your learning.	Some implicit idea given of how the story will grow in the future through more experience with learning.	Narrative implicitly covers what you would do in future based on what came out of the learning story.
Creativity (20%)	Missing	Not very realistic story, needs explicit explanatory discussion to understand learning.	Some development of animals but needs explicit explanations to describe learning.	Some implicit aspects in the story, so more can be read into the learning narrative than is said.	Many implicit aspects to the story, good learning narrative that doesn't need explicit explanatory statements.	Patterns emerge of an iterative cycle of learning over time and creative use of animals as representing learning.