



Skills:	Arcade Genius!!	Game Builder!	Almost There	Needs Help
<b>Science Understanding</b>	I used force, motion, or energy in clever ways to make parts move or respond.	I included motion or force in my game and it worked.	I tried to add motion or force, but it didn't work well.	My game didn't show motion or energy clearly.
<b>Engineering &amp; Testing</b>	I clearly followed all the design steps, tested my game, and made strong improvements.	I followed most design steps and improved my game after testing	I built a game but didn't test or improve it much.	I had trouble using the design steps or finishing my game.
<b>Reading &amp; Speaking</b>	I followed directions and clearly explained how my game works step by step.	I mostly explained how my game works and what I did.	I had some steps, but didn't explain them clearly.	I didn't describe how I built or played the game.
<b>Writing</b>	I wrote a fun and clear description of how my arcade game works and what makes it special.	I explained my game in writing with the most important details.	I wrote a short description but missed some parts.	I didn't write about my arcade game.
<b>Math and Measuring</b>	I used math (like distance, time, scores, or angles) to test and improve my game.	My game had rules and scoring that worked most of the time.	My game had some logic, but it was confusing or didn't always work.	I didn't use clear rules, patterns, or scoring.
<b>Computer Science and Coding</b>	I created and tested a working program that made my game interactive or automatic.	I used some programming to make something happen in my game.	I tried to add code but it didn't really work.	I didn't use programming in my game.
<b>Creativity &amp; Design</b>	My game had a clever	My game was fun,	My game worked but	My game was not

	design, fun look, and was really engaging to play!	creative, and had cool features.	wasn't very unique or exciting.	complete or had very few fun elements.
<b>Teamwork</b>	I shared ideas clearly, worked well with others, and presented with confidence.	I worked with my team and explained my ideas.	I helped a little or needed help sharing my work.	I didn't participate much with my team or in sharing.

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v. 05.02.25