| **Student Name:** Celine Shi |
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| **Motion:** This house supports the usage of video games as an educational tool in schools |
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| Student spoke for the duration of the specified time frame. | N/A | 1 | 2 | 3 | 4 | **5** |
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| Student offered and/or accepted a point of information relevant to the topic. | N/A | 1 | 2 | 3 | 4 | **5** |
| Student spoke in a stylistic and persuasive manner (e.g. volume, speed, tone, diction, and flow). | N/A | 1 | 2 | 3 | **4** | 5 |
| Student’s argument is complete in that it has relevant Claims, supported by sufficient Evidence/Warrants, Impacts, and Synthesis. | N/A | 1 | 2 | **3** | 4 | 5 |
| Student argument reflects application of theory taught during class time. | N/A | 1 | 2 | 3 | **4** | 5 |
| Student’s rebuttal is effective, and directly responds to an opponent’s arguments. | N/A | 1 | 2 | 3 | **4** | 5 |
| Student ably supported teammate’s case and arguments. | N/A | 1 | 2 | **3** | 4 | 5 |
| Student applied feedback from previous debate(s). | N/A | 1 | 2 | **3** | 4 | 5 |
| Competition Score: | 71 | | | | | |
| Rubric  1 - Unobserved.  2 - Student attempt noted. Needs extended teacher support to properly execute skill.  3 - Student effort noted. Can execute skill with minimal teacher input and guidance.  4 - Student can execute skill with little to no prompting.  5 - Student can execute skill without prompting; exceeds expectations for child of that level. | | | | | | |
| **Teacher comments:**  [NOTE: Today’s speeches are 7 minutes’ long.]  Good focal point on the lack of focus that students experience, and linking that back to the motion as a solution.   * But bear in mind that the previous speaker has rebutted this and explained that the rest of the classroom experience will still be dull without the video games. * Signpost the rest of your speech before diving into rebuttals.   On rebutting games being focused on the fun rather than the learning, excellent rebuttal that the points will only be awarded if they showcased that they have learned something!   * We can also respond to the previous speaker that even if they learn in the moment, the information is not retained as they quickly move on to the next stage.   + We can explain that Proposition still retains ALL other educational tools to improve retention, we are simply adding one extra tool in the entire toolbox to improve ONE aspect of learning. * Why is student engagement so instrumental to learning outcomes? * What are the benefits of improved learning outcomes?   + Expand it to align with the ultimate role of schools.     - Highlight when schools have revolutionised its practices to incorporate modern problems and introduce modern solutions.   Good expansion of the problem statement on lack of focus.   * What about the rest of the curriculum that has to stand alone without gaming? Won’t the effects be worse there based on the problem you expanded?   We need a standalone response to the addiction caused by video games!  We took the POI before truly finishing up our rebuttals, make sure we answer our own questions before taking a POI.  Interesting claim about expanding creativity and innovation!   * We need more illustration here to prove the mechanistic analysis. What about the gaming experience that expands the students’ mind? * Why is any of this unique to video games? Can’t this be achieved through any other learning tools? * I appreciate the example of the video game, but this sounds like a typical problem-solving task, rather than something that can only be attained through gaming. * We’re missing the impact analysis here! Why is innovation something extremely crucial to the education system?   Good job offering POIs in the debate! We can offer even more!  6.56 - So close! Wait for the double bell! | | | | | | |