Balancing Achievements

Kiwi's Vowel Story Mechanics	Lower-Order			Higher-Order			
	Remember	Under-stand	Apply	Analyze	Evaluate	Create	Scoring
Example: select the correct beetle	X			X			
Justification	The player must remember the different phonemic patterns			The player must distinguish between those words or letters that are and are not patterns			The number and type of beetles collected will be displayed in the upper right- hand corner
Example: Avoid obstacles that kill the player (beetles, acorns, cacti, etc.)	X		X	X			Health is displayed through a kiwi fruit on the upper left-hand side of the screen
Justification	The player must recall which obstacles damage the health of the kiwi		The player must use that knowledge to jump over the obstacles	The player must use previous experiences to apply in new situations to decide about a new scenario			