

# Assessment Plan

Let's make learning awesome!

## The Details.

Topic	Questions	Responses/details
Learning Objectives and Game Goals	<ul style="list-style-type: none"><li>• What learning domain are your learning objectives meant to focus on?<ul style="list-style-type: none"><li>• Reading</li><li>• Spelling</li><li>• English pronunciation</li></ul></li><li>• English and Sepedi vocabulary<ul style="list-style-type: none"><li>• Converse in English</li></ul></li><li>• Including all other subject matter that is covered in 4th grade</li></ul>	
Assessment	Describe how players are assessed throughout the game.	<input type="checkbox"/> The players will be given various missions/tasks that require them to apply knowledge in the different content areas and based on how they perform or the choices they make, data will be collected and assessed.
Scoring Mechanism	<ul style="list-style-type: none"><li>• What is the scoring mechanism used to determine if players have achieved a learning outcome? (for example, is it a point/life system, new branches in a narrative, or something else?)</li></ul>	For scoring purposes players will achieve new learning branches as they progress throughout the game.
	<ul style="list-style-type: none"><li>• What are the achievements for accomplishing the learning goal?</li></ul>	<ul style="list-style-type: none"><li>• Praise for doing things correctly</li><li>• Responsibility within the game of the area(s) where they show competency</li></ul>

Achievements		<ul style="list-style-type: none"> <li>● New opportunities to test known and unknown knowledge.</li> <li>● designs and skills are added to the character or his/her clothing</li> </ul>
Rewards	<ul style="list-style-type: none"> <li>● What are the rewards for accomplishing the game's goal?</li> </ul>	<ul style="list-style-type: none"> <li>● social</li> <li>● achievement</li> <li>● narrative</li> <li>● intrinsic</li> </ul>
Remediation	<ul style="list-style-type: none"> <li>● How is remediation handled, if at all? (how important is failure for your learner-players?) <ul style="list-style-type: none"> <li>○ How does this align with your Team's personas?</li> <li>○ How might your consideration for failure and any remediation effect learners who are not captured by your personas?</li> <li>○ For the purpose of remediation, the game will build in a cooperative learning environment where other characters who are not the main character support each other and prompt and encourage the main character to attempt tasks more than once as a team.</li> <li>○ Because help is a choice, different persona will be able to customize their own playing experience</li> <li>○</li> </ul> </li> </ul>	
Mapping of learning outcomes	<ul style="list-style-type: none"> <li>● Provide a mapping of your assessment to your game's learning outcomes through a table or diagram.</li> </ul>	<input type="checkbox"/> (I am not what to do here)
Progression	How do players progress through the game? (are there levels, chapters, or is it open-world?)	open world
Connection	<ul style="list-style-type: none"> <li>● What is the connection of progression to assessment and achievement?</li> </ul>	As the player moves through the game the difficulty of reading and the like will increase. Additionally, as our demographic is multilingual, we will be focusing primarily on delivering the content in their mother tongue and then progressing into English until

		proficiency then we will switch equally