

Name \_\_\_\_\_

Date \_\_\_\_\_

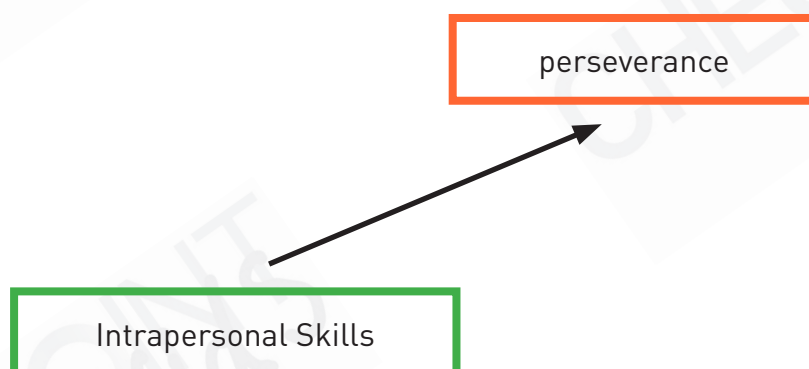
Class \_\_\_\_\_

## Assessment Objectives:

|         |     |   |  |
|---------|-----|---|--|
| English | A04 | evaluate texts/ideas critically and support this with appropriate textual references/evidence | evaluating the advantages/ disadvantages of specific transferrable skills development through gaming |
|         | A05 | adapting for purpose/audience and organising ideas  | writing imperatives including conditionals used in gaming  |
|         | A06 | sentence structures adapted to purpose with accurate spelling and punctuation                 | writing self-evaluations   |

## Task 1

Create a spider diagram of all the intrapersonal skills that you can remember from the lessons. One has been done for you.



**CHALLENGE TASK:** Choose three intrapersonal skills and write down (on the spider diagram) how these skills are transferrable. When would we use them in day-to-day life?

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## Task 2

Think about when you designed and played the boardgame. Complete the table.

Be prepared to share your thoughts with the class.

| Intrapersonal Skill   | Importance High/medium/low? | Reason why this is important – try to include an example  |
|-----------------------|-----------------------------|---|
| perseverance          | High                        | This was very important because we had to overcome the disappointment of continually missing the points space. We had to be willing to repeat the circle as many times as we needed to in order to gain the correct number of points. |
| problem solving       |                             |   |
| resilience            |                             |   |
| determination         |                             |   |
| sequencing            |                             |   |
| logical reasoning     |                             |   |
| willingness to repeat |                             |   |
| repetition            |                             |   |
| patience              |                             |   |
| risk-taking           |                             |   |

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## Task 3

Focus on: Problem Solving

Give three examples of problems you came across when deciding on where to place the positive and negative spaces on your gameboard.

- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**CHALLENGE TASK:** Choose two of these problems and explain how you used patience and resilience to overcome these.

- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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## Task 4

Focus on: Perseverance

Did you, or any member of your group, feel frustrated or like giving up at any point? Why was this?

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**CHALLENGE TASK:** How did you, or your group overcome this? Use the word bank to help you articulate your answer.

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### Word Bank

collaboration, community, contribution, co-operation, determination, empathy, harmony, kindness, negotiate, organisation, patience, perseverance, reflection, resilience, selfish, selfless, stoicism, teamwork, unity, volunteer

Example:

*It was frustrating because some of the group kept repeating the same argument that we should take every shortcut and finish first. Our team leader was very patient and instead of giving up, explained the scoring again; even writing a sum to show them what would happen. By explaining calmly and clearly, harmony was restored. I don't think some of the group understand gaming and how it works.*

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## Task 5

There were two main options when approaching this game: risk taking (using short-cuts) and willingness to repeat (taking your time and collecting points).

Fill in the table below with the advantages and disadvantages of these strategies.

|               | Risk Taker | Willingness to Repeat |
|---------------|------------|-----------------------|
| Advantages    |            |                       |
| Disadvantages |            |                       |

**CHALLENGE TASK:** Which strategy do you consider to be the most valuable when gaming?  
Try to give reasons for your choice.

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|  |       |   |
|--|-------|---|
| Name:  | Date: | Class:  |
| Review Points  |       |   |
| I feel that I have developed my intrapersonal skills during the boardgame lessons. |       | <input type="radio"/> <input type="radio"/> <input type="radio"/> |
| I can now reflect and evaluate the intrapersonal skills I demonstrated.            |       | <input type="radio"/> <input type="radio"/> <input type="radio"/> |

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Evaluate the importance of intrapersonal skills in gaming. Try to focus on the following points in your evaluation

- What have you learned about intrapersonal skills in gaming?
- Explain, with examples, how these intrapersonal skills are developed through gaming.
- How successful is gaming at developing intrapersonal skills?

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