



PYSS Lower Secondary Maths Games Design Project Rubrics

Dear teachers,

Please fill in the rubrics below to assess the students' design of the Maths Games.

Name of the Game / Team members' names / Class: _____

Creativity & Innovation (30%)		Gameplay (35%)			Application of Maths concepts (35%)	
Aesthetic Appeal (15%)	Originality (15%)	Enjoyment value of game (15%)	Ease of play (10%)	Replayability (10%)	Relevance to Maths concepts (20%)	Depth of Math concepts (15%)
Presentation and packaging are highly appealing with neat craftsmanship and good artistic qualities. (10-15%)	Highly original with few borrowed concepts from commercial math games. (10-15%)	Game has high competitive value and/or desirable goals. Humor is a bonus. (10-15%)	Game is easy to learn and simple to play. (5-10%)	Can be played many times without exhausting its potential. (5-10%)	Gameplay directly requires the constant application of more than 1 Math concept. (15-20%)	Game requires or imparts more advanced skill / the integration of several skills in applying the relevant Math concept. (10-15%)
Presentation and packaging are somewhat appealing, neatly crafted and some artistic qualities. (5-10%)	Original with some borrowed concepts from commercial math games. (5-10%)	Game has some competitive value and/or fairly interesting goals. Somewhat fun to play. (5-10%)			Gameplay requires some use of 1 Math concept, or little application of more than 1 Math concept. (5-15%)	Game requires or imparts some knowledge and skill to apply the relevant Math concept in several ways. (5-10%)
Presentation and packaging are unappealing and poorly crafted. Shows little artistic quality. (0-5%)	Unoriginal with most concepts borrowed from commercial math games. (0-5%)	Game has little competitive value and/or uninteresting goals. (0-5%)	Game is difficult to learn and tedious to play. (0-5%)	Game exhausts its potential after a few plays. (0-5%)	Gameplay requires sporadic / indirect / no application of 1 Math concept. (0- 5%)	Game requires or imparts superficial / introductory knowledge of the relevant Math concept for 1 use throughout. (0-5%)
/15	/15	/15	/10	/10	/20	/15

Total Score: _____