

Name _____

Flip Chart Activity: Play an animal game.

Scoring Criteria	1	2	3	4
Student followed instructions and understood animal activity.				
Student observed movement and coverings cards.				
Student inferred what animal would match the movement and coverings cards chosen.				
Student drew the inferred animal.				
Student shared drawings and inferences of movement and covering with the class.				

Score: total points	
Score: % equivalent	

Scoring Key

- 4 points** correct, complete, detailed
- 3 points** partially correct, complete, detailed
- 2 points** partially correct, partially complete, lacks some detail
- 1 point** incorrect or incomplete, needs assistance

Comments: