

Science Independent Learning Task Assignment

Name: Form:

Issued: Week beginning 5th February 2018

Final completion deadline: 5th March 2018

Year 8 ILT 1 - A Science Game

Imagine you work for a company that makes educational games for KS3 pupils. They are normally purchased for use by pupils to help them revise for their end of KS3 exams. You are going to design a game linked to a Science topic. You can choose any of the Science topics you have studied so far at Kineton. You might find the BBC Bitesize website useful in terms of finding relevant information: <http://www.bbc.co.uk/schools/ks3bitesize/science/>

	Assessment Criteria - For this ILT, you should choose to attempt EITHER beginning OR developing OR secure/proficient. Once you have decided, work through as much of that section as you can. The most important aspect of each game is the difficulty & style of the questions.	Completed? Tick relevant column		
		Self	Peer	Teacher
Beginning	Design a simple game that would test people on key words or recognising pictures. For example, it could be a card-matching game where people have to match up key words with simple definitions. Another idea might be matching up pictures with key words e.g. organs and their names, circuit symbols and their names. You must do a MIMIMUM OF 20 CARDS			
	Write a set of instructions describing how to play the game, including the answers.			
	Add an extra section to your instruction sheet that suggests an extension to the game, and provides some examples for parents to use to test the pupils. This extension should encourage pupils to explain something. For example, if they have matched up pictures with organ names, you could ask them to explain the job of that organ. Your sheet for parents would list those jobs on it so that they can check the pupil's answers.			
Developing	Design a game that encourages pupils to describe things using scientific words. This might be based around some question cards that the pupils have to answer. Questions might be worded like this - "Describe the conditions needed for plants to grow well." Don't forget to provide the answers and instructions!			
	Add more challenge to the game by asking pupils to explain things. For example, you could include some questions worded like this - "Explain why most materials expand when they get hot." Don't forget to include the answers and instructions.			
	Write a review of your game that might appear on a website like Amazon. Your review should identify the strengths of your game. It should also persuade people why your game is better than revising using a revision guide - why is playing your game better than revising from a book or website?			
Secure / Proficient	Design a game that challenges pupils to use scientific explanations , not just descriptions. It might be based around questions and answers, or something different. Don't forget to include the answers and instructions.			
	Write a review of your game that might appear on a website like Amazon. Your review should identify the strengths of your game. It should also persuade people why your game is better than revising using a revision guide - why is playing your game better than revising from a book or website?			
	Devise a scoring system for your game that awards points based on how good or relevant a pupil's explanations are. You could include example answers that would be worth different numbers of points.			

Learning Attributes: **Self management** - being organised and meeting the project deadline. **Creative thinking** - in designing the game.

Teacher-assessed overall level:	Teacher comment: