

## MARKING CRITERIA FOR MAIN CHALLENGE

### One Point Marking Criteria

Concerns Areas that need work	Criteria Sound Level of Achievement	Advanced Evidence that work is exceeding expectations
Students tried to use design thinking to engage in critical and creative thinking and attempted to solve a complex problem.	Students successfully used design thinking to engage in critical and creative thinking that solved a complex problem.	Students used design thinking to produce an outstanding creative solution to a complex problem.
Students attempted to use planning, organising, monitoring and managing skills to complete a project.	Students display the skills to plan, organise and monitor activities and processes as they manage a project to completion.	Students expertly use skills to plan, organise and monitor activities and processes as they manage a project to completion.
Students attempted to reflect on their learning, trying to give valid reasons for supporting one solution over another, as well as sharing and evaluating information.	Students reflect on their learning, giving valid reasons for supporting one solution over another, as well as sharing and evaluating information.	Students show deep insight as they reflect on their learning, giving valid reasons for supporting one solution over another, as well as sharing and evaluating information.
Students attempted to use Minecraft to create a solution to a complex problem.	Students use Minecraft to create a solution to a complex problem.	Students expertly use Minecraft to create an innovative solution to a complex problem
Students attempted to produce a sustainable solution to their problem that considers the needs of both the community and the environment.	Students produce a sustainable solution to their problem that considers the needs of both the community and the environment.	Students produced a sustainable solution to their problem that clearly meets and balances the needs of both the community and the environment.
Students attempted to create a useable solution to an authentic real world problem	Students create a useable solution to an authentic real world problem.	Students create an innovative useable solution to an authentic real world problem.
Students attempt to plan and deliver a fun pitch and presentation that engages the audience.	Students plan and deliver a fun pitch and presentation that engages the audience.	Students plan and deliver a fun, innovative pitch and presentation that is deeply engaging to the audience.