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ECODISCOVERY
"Play And Discover The Future"



PROJECT RESULT 3 • TRAINING & WORKSHOP MATERIALS

Assessment & Feedback

Observation, Feedback and Evaluation Tools for the Training

Project: EcoDiscovery – Play And Discover The Future

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This section provides ready-to-use tools for assessing learning during and after the training. They complement the game's built-in scoring and can be photocopied. Three tools are included: an observation checklist, a group feedback form and a product-evaluation rubric.

Observation Checklist

For facilitators to complete while observing a workshop or game session. Rate how far each behaviour is observed (1 = not observed, 2 = emerging, 3 = evident, 4 = strong).

Criterion	1	2	3	4
Learners engage with the tasks and information cards.				
Learners connect choices to real environmental ideas.				
Learners collaborate and support one another.				
Learners use relevant environmental vocabulary.				
Learners propose realistic real-life actions.				
Learners reflect critically on the solutions.				

Notes:

Group Feedback Form

For a team to complete together at the end of a session.

What worked well for our team

What we found difficult

One thing we will improve or do next

Product Evaluation Rubric

For assessing the quality of a game idea, mission or prototype produced during the training. Circle or mark the level that best fits each criterion.

Criterion	Emerging	Developing	Secure	Strong
Environmental accuracy – facts are correct and relevant.				
Narrative coherence – story, characters and goal fit together.				
Learning value – the task teaches a clear environmental idea.				
Playability – steps are clear, fair and engaging.				
Real-life link – encourages a concrete action.				
Presentation – visuals and communication are clear.				

Overall comments and next steps:
