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| CRITERIA | | Excellent | Proficient | Marginal | Unsatisfactory | No attempt |
| * **Section A** (Mark: 13) **Street Design**: | Construct 2 pairs of Parallel Streets | **4 marks**  Construct accurately and name the two pairs of parallel streets next to each other | **3 marks**  One of the parallel streets is Constructed accurately and the 2 pairs of parallel streets next to each other named accurately | **2 marks**  none of the parallel streets are Constructed accurately but the 2 pairs of parallel streets next to each other are named accurately | **1 mark**  none of the parallel streets are Constructed accurately and none of the 2 pairs of parallel streets next to each other are named accurately | **0 mark**  There is no evidence of any parallel streets on the map |
| Construct one pair of perpendicular Streets | **2 marks**  Construct one pair of perpendicular streets. Name the two streets that are perpendicular. |  | **1 mark**  The one pair of perpendicular streets are not constructed accurately but the two streets that are perpendicular are named. |  | **0 mark**  There is no evidence of any perpendicular streets on the map |
| Construct 3 intersections | **5 - 6 marks**  The first intersection is at a 60 angle, its named angle A and coloured green. The second intersection is at a 90 angle, its named angle B and coloured Blue. The third intersection is at a 120 angle, its named angle C and coloured Red. | **3 - 4 marks**  **Any of the 2 accurately constructed intersections, named and coloured correctly** | **2 marks**  **Any one of the accurately constructed intersections, named and coloured correctly** | **1 mark**  If all the intersections are inaccurately constructed, named but incorrectly coloured | **0 mark**  There is no evidence of any intersections on the map |
| Construct a circular dead end at the end of one of the streets. | **1 mark**  A circular dead end with a diameter of 5cm, showing the centre point at the end of one of the streets |  |  |  | **0 mark**  There is no evidence of a circular dead end at the end of any of the streets |
| * **Section B** (Mark: 7) **Play area Design**: | Construct a merry-go round | **1 mark**  Construct a merry-go round with a radius of 2cm |  |  |  | **0 mark**  There is no evidence of a merry-go round on the map |
| Construct a Hopscotch | **2 marks**  Construct a Hopscotch, counting in eighths from 1/8 up to 1 whole | **1 mark**  An inaccurately constructed Hopscotch |  |  | **0 mark**  There is no evidence of a Hopscotch on the map |
| Design a pathway in the play area using Numeric and Geometric patterns | **3 marks**  Design a pathway in the play area using Numeric and Geometric patterns, describe the pattern and provide the next 3 elements in the sequence | **2 marks**  Design a pathway in the play area using Numeric and Geometric patterns, but only described the pattern or provide the next 3 elements in the sequence | **1 mark**  Design a pathway in the play area using Numeric and Geometric patterns |  | **0 mark**  There is no evidence of a pattern on the map |
| Construct one play area item that you can find in an outdoor play area | **1 mark**  Construct one play area item that you can find in an outdoor play area using any geometric shape |  |  |  | **0 mark**  There is no evidence a play area item of any Geometric shape |
| * **Section C** (Mark: 8) **Building Design**: | Construct an equilateral triangle | **2 marks**  Library and ice-cream shop are equilateral triangles |  | **1 mark**  Either the library or ice-cream shop is an equilateral triangle |  | **0 mark**  None of the library or ice-cream shop is an equilateral triangle |
| Construct a right-angled triangle | **2 marks**  The police station and the houses are right angled triangles |  | **1 mark**  Either the police station or the houses are right angled triangles |  | **0 mark**  None of the police station or houses are right angled triangles |
| Construct an isosceles triangle | **2 marks**  The shopping centre and hospital are isosceles triangles |  | **1 mark**  Either the shopping centre or the hospital is an isosceles triangle |  | **0 mark**  None of the shopping centre or the hospital are isosceles triangles |
| Construct any quadrilateral | **2 marks**  The swimming pool is a quadrilateral |  | **1 mark**  The swimming pool is not a quadrilateral |  | **0 mark**  There is no evidence of a swimming pool |
| **Section D** (Mark: 6) **Design**: Creativity, presentation and Neatness | Creativity | **2 marks**  Has two unique and creative elements to your 2-D Estate design that go beyond the basic requirement of this project. Describe these elements and how they enhance the overall appeal of your map |  | **1 mark**  Has one unique and creative element to your 2-D Estate design that go beyond the basic requirement of this project. Describe these elements and how they enhance the overall appeal of your map. |  | **0 mark**  no unique and creative element to your 2-D Estate design that go beyond the basic requirement of this project. |
| **Neatness**: The map is neat and tidy | | **2 marks**  Map is excellent in neatness and tidiness |  | **1 mark**  Map is average in neatness and tidiness |  | **0 mark**  Map is not neat and not tidy |
| **Presentation**: The group will present their design in class. Identify, measure and construct 3 different types of angles, identify the different 2D shapes used make the map and label them on the geometric map | | **2 marks**  Group has identified all parts from the map |  | **1 mark**  Group has identified some parts from the map |  | **0 mark**  Group has not identified any parts from the map |
|  | **TOTAL MARKS** | | | **34** | | |