$\qquad$

|  | Always <br> (2 pts.) | Sometimes <br> (1 pt.) | Never <br> (0 pt.) |
| :--- | :---: | :---: | :---: |
| Checks off food intake |  |  |  |
| Checks off drink intake |  |  |  |
| States specific drink category |  |  |  |
| Circles type of container |  |  |  |
| Circles size of drinks |  |  |  |
| States number of drinks |  |  |  |
|  | Score |  |  |

## Teacher Assessment Tool <br> $\rightarrow$ Sip Smart! BC'" Drink Diary

## Levell 1 and Level 2

Name: $\qquad$

|  | Always <br> (2 pts.) | Sometimes <br> (1 pt.) | Never <br> (0 pt.) |
| :--- | :--- | :--- | :--- |
| Checks off food intake |  |  |  |
| Checks off drink intake |  |  |  |
| States specific drink category |  |  |  |
| Circles type of container |  |  |  |
| Circles size of drinks |  |  |  |
| States number of drinks |  |  |  |
|  | Score |  |  |

Teacher Assessment Tool Lesson 3

## Teacher Assessment Rubric

## $\rightarrow$ Observations of "Tooth" Experiment

Name: $\qquad$

| First observation addresses colour, texture and shape of <br> "tooth" | 8 | 6 | 4 | 2 |
| :--- | :---: | :---: | :---: | :---: |
| First drawing matches first observation | 8 | 6 | 4 | 2 |
| Identifies ingredients of assigned drink in hypothesis <br> (Does it contain sugar or acid?) | 8 | 6 | 4 | 2 |
| Predicts impact of ingredients on "tooth" | 8 | 6 | 4 | 2 |
| Second observation addresses clear differences in colour, <br> texture and shape of "tooth" | 8 | 6 | 4 | 2 |
| Second drawing matches second observation | 8 | 6 | 4 | 2 |
| Conclusion demonstrates understanding of how the <br> ingredients in the drink contribute to "tooth" erosion <br> and theoretical decay | 8 | 6 | 4 | 2 |
|  |  |  |  |  |

## Key:

8 = Exceeding expectations
$6=$ Meets expectations
4 = Approaching expectations
2 = Not yet meeting expectation

$\qquad$

## Level 1



Student Names:

|  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Assessment Criteria |  |  |  |
|  |  |  |  |

$\qquad$

## Tips for using this assessment tool:

- Go over the criteria with the students before the role-playing scenario.
- Distribute the assessment rubric before the role-playing scenario.
- Encourage students to check if they fulfill all criteria while practicing the role-playing scenario.
- After individual presentations, discuss criteria with class. Encourage the audience to give feedback on fulfillment of criteria.
- Have group fill in self-assessment right after presentation and class feedback.


## Date:

## Level 2

Student Names:


| Assessment Criteria | (00) | 00 | 60 |
| :---: | :---: | :---: | :---: |
| We presented our ad in form of a skit or a drawing. |  |  |  |
| Our ad shows 3 examples of why water is important for the human body. |  |  |  |
| Our ad shows 2 examples of what happens if we don't drink enough water. |  |  |  |
| Our ad convinces people to drink water instead of sugary drinks. |  |  |  |
| Our ad has a catchy slogan. |  |  |  |
| Our group won business with the "water company owner". |  |  |  |
| How many $\qquad$ and did we get? |  |  |  |



## Tips for using this assessment tool:

- Go over the criteria with the students before they create the ad.
- Distribute the assessment rubric before the students start working.
- Encourage students to check if they fulfill all criteria while creating the ad.
- After individual presentations, discuss criteria with the class.

Encourage the audience to give feedback on fulfillment of criteria.

- Decide with the class which ad wins the business of the water company owner.
- Have group fill in self-assessment.

