

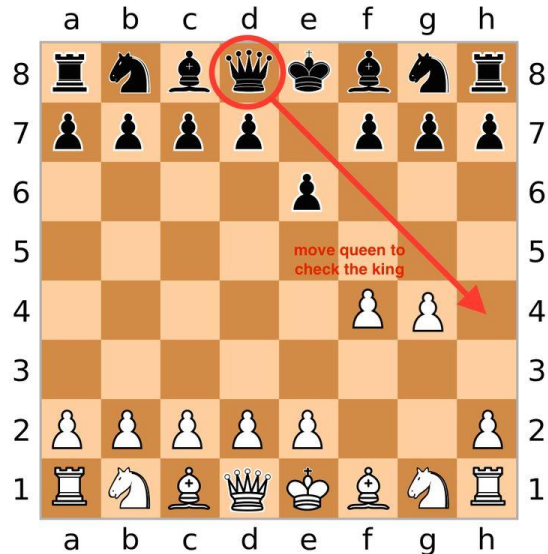
Unit 4

Name:

Date:

4-2: Reading Instructions

CAN ONLY MOVE ONCE EXCEPT WHEN IT MAKES ITS FIRST MOVE AND THEN IT CAN MOVE 2 TIMES CAN ONLY GO FORWARD AND CAPTURE DIAGONALLY		PAWN	
KNIGHT	MOVES IN AN L SHAPE; 2 UP 1 LEFT OR RIGHT-OR-1 UP 2 LEFT OR RIGHT ONLY PIECE THAT CAN JUMP OVER ANOTHER		
	a BISHOP MAY ONLY MOVE DIAGONALLY AND CAN MOVE AS FAR AS ITS LINE OF SIGHT		BISHOP
a ROOK MAY ONLY MOVE STRAIGHT AND CAN MOVE AS FAR AS ITS LINE OF SIGHT- BE IT FORWARD/BACKWARD, LEFT/RIGHT		ROOK	
	CAN MOVE AND CAPTURE ON ANY SQUARE IN LINE OF SIGHT SHE CAN MOVE ON THE STRAIGHTS AND ON THE DIAGONALS		QUEEN
RESTRICTED TO ONE MOVE PER TURN-CAN MOVE IN ANY DIRECTION - STRAIGHTS OR DIAGONALS MAY CAPTURE IN ANY DIRECTION THAT'S WITHIN ITS LEGAL MOVE RANGE		KING	



1. Explain the role of one of the game pieces of chess. Do not copy the words above. (/2 marks)

2. Why do the game pieces have different shapes and icons? (/1 mark)

3. How does the second infograph show information? Explain what information it shows. (/2 marks)

Total of Section 1: / 5 marks

Section 2: Wacky Game Instructions

1. Identify the name of game. (/1 mark)

2. Identify the number and age of players. (/1 mark)

3. Who would enjoy this game? (/1 mark)

4. Identify and describe the equipment needed for the game. (see rubric below)

5. Identify the object of the game.

6. Number the instructions in sequential order. Ensure they make sense and are clear to the reader. Include **all** necessary instructions.

7. Include an infographic of your game that adds more information for the reader such as how to play the game or game statistics. You can choose what you want to include in the picture. Some ideas are:



- Equipment used in the game
- Logo to represent the game
- Graphs, charts, maps, legends, or icons
- Board or field design
- Flow chat or graphic organizer
- The cover of the game box (if you are using a game that already exists, DO NOT copy the cover of the original game box. Make your own cover for your version of the game.)
- How the game looks when it is set up
- A scene of people playing the game

Ensure the font you use is readable.

Infograph

Game Instructions and Picture Rubric

Criteria	Excellent 5	Proficient 4	Satisfactory 3	Limited 2
Content /5	<ul style="list-style-type: none"> • I developed <i>insightful</i> ideas and images to describe the equipment, explain the object of the game, and how to play it. • I used <i>precise</i> details. 	<ul style="list-style-type: none"> • I used <i>thoughtful</i> ideas and images to describe the equipment, explain the object of the game, and how to play it. • I used <i>logical</i> details. 	<ul style="list-style-type: none"> • I developed <i>appropriate</i> ideas and images to describe the equipment, explain the object of the game, and how to play it. • I used <i>general</i> details. 	<ul style="list-style-type: none"> • I <i>underdeveloped</i> <i>superficial</i> ideas and images to describe the equipment, explain the object of the game, and how to play it. • I used <i>vague</i> details.
Organization	<ul style="list-style-type: none"> • I organized my information 	<ul style="list-style-type: none"> • I organized my information <i>logically</i> 	<ul style="list-style-type: none"> • I organized my information <i>clearly</i> 	<ul style="list-style-type: none"> • I organized my information

/5	skillfully using sequential order. • I used <i>effective</i> transitions.	using sequential order. • I used <i>reasonable</i> transitions.	using sequential order. • I used <i>clear</i> transitions.	unclearly using sequential order. • I used <i>ineffective</i> transitions.
Words and Sentences /5	• I chose <i>precise</i> words, and <i>well</i> varied sentences to <i>convincingly</i> explain the wacky game.	• I chose <i>reasonable</i> adjectives, words that appeal to the senses, and <i>mostly</i> varied sentences to <i>logically</i> explain the wacky game.	• I chose <i>clear</i> adjectives, words that appeal to the senses, and <i>somewhat</i> varied sentences to <i>generally</i> explain the wacky game.	• I chose <i>vague</i> adjectives, words that appeal to the senses, and <i>unvaried</i> sentences to <i>ineffectively</i> explain the wacky game.
Conventions /5	• I communicated <i>effectively</i> with <i>no</i> errors.	• I communicated <i>thoughtfully</i> with <i>few</i> errors.	• I communicated <i>clearly</i> with <i>some</i> errors.	• I communicated <i>ineffectively</i> with <i>many</i> errors.
Insufficient	Your attempt to respond is <i>insufficient</i> . Contact your teacher to discuss suggestions for improvement.			
Total: /20				
Assessment	Areas of Strength:			
	Target for Improvement:			

Total of Section 2: / 23 marks

Overall Total: / 28 marks



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Name your file in this format: jsmithla5_4-2-game and save your file to your Notebook Folder