



Teacher Evaluation Tool for Webquests
Evaluation Criteria for a Board Game on Health Issues

	Four points	Three points	Two points	One point
Health, Human Interest	The game highlights health issues of interest to youth and conveys their importance. The steps, choices, organization and other features emphasize the actions that youth can take to prevent the health problem.	The game addresses a health topic of interest to youth, but the elements of the display do not effectively communicate the actions that youth can take to prevent the problem	The game addresses a health topic of interest to youth, but does not convey its importance.	The game does not address an health topic or issue of interest to youth
Health Promoting Purpose	The game presents several health-promoting actions feelings/ attitudes/beliefs or understandings that youth are likely to remember.	The game presents at least one action, feeling/attitude/belief or understanding that youth are likely to remember.	The health-promoting message is present in the game, but not clearly defined or presented.	The health promoting purpose of the game is not present in the game.
Knowledge Gained	All students in group could easily and correctly state several facts about the topic used for the game without looking at the game.	All students in the group could easily and correctly state 1-2 facts about the topic used for the game without looking at the game.	Most students in the group could easily and correctly state 1-2 facts about the topic used for the game without looking at the game.	Several students in the group could NOT correctly state facts about the topic used for the game without looking at the game.
Accuracy	All information cards made for the game are correct.	All but one of the information cards made for the game are correct.	All but two of the information cards made for the game are correct.	Several information cards made for the game are not accurate.
Attractiveness	Contrasting colors and at least 3 original graphics were used to give the cards and gameboard visual appeal.	Contrasting colors and at least 1 original graphic were used to give the cards and gameboard visual appeal.	Contrasting colors and "borrowed" graphics were used to give the cards and gameboard visual appeal.	Little or no color or fewer than 3 graphics were included.
Rules	Rules were written clearly enough that all could easily participate.	Rules were written, but one part of the game needed slightly more explanation.	Rules were written, but people had some difficulty figuring out the game.	The rules were not written.
Creativity	The group put a lot of thought into making the game interesting and fun to play as shown by creative questions, game pieces and/or game board.	The group put some thought into making the game interesting and fun to play by using textures, fancy writing, and/or interesting characters.	The group tried to make the game interesting and fun, but some of the things made it harder to understand/enjoy the game.	Little thought was put into making the game interesting or fun.