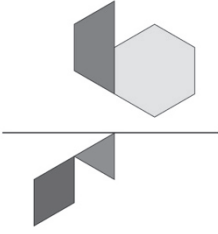
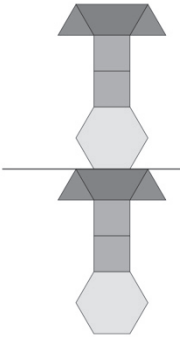
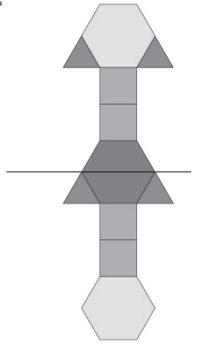
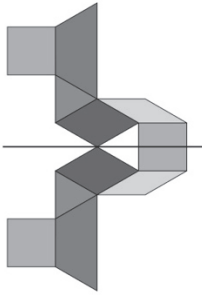




Master 42: Activity 16 Assessment

Creating Symmetrical Designs

Creating Symmetrical Designs Behaviours/Strategies			
1. Student constructs a 2-D design, but places blocks randomly and creates an unsymmetrical design. 	2. Student constructs a 2-D design, but places the same blocks with the same orientation on each side of the line. 	3. Student constructs a 2-D design, but places one or more Pattern Blocks incorrectly. 	
Observations/Documentation			
4. Student constructs a 2-D symmetrical design, but cannot decide if partner's design is symmetrical.  "I don't know if it is symmetrical."	5. Student constructs a 2-D symmetrical design and decides if partner's design is symmetrical, but struggles to describe her or his own design.	6. Student successfully constructs a 2-D symmetrical design, decides if partner's design is symmetrical, and talks about his or her own design using math language.	
Observations/Documentation			