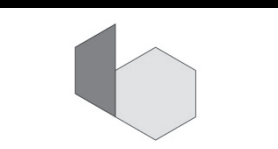
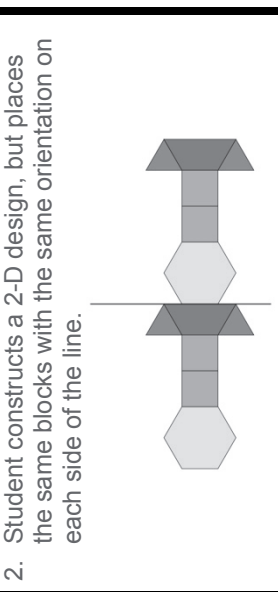
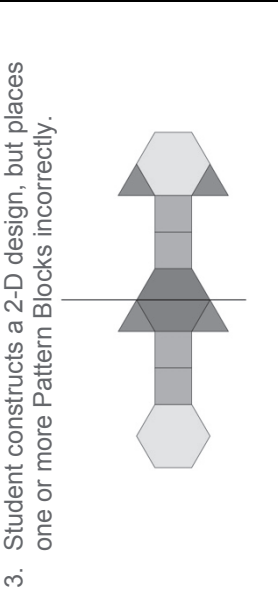
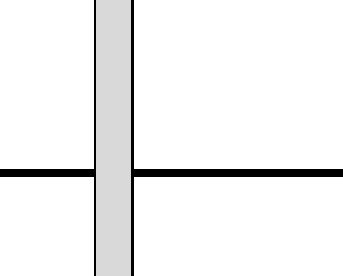




# Master 42: Activity 16 Assessment

## Creating Symmetrical Designs

Creating Symmetrical Designs Behaviours/Strategies		
<p>1. Student constructs a 2-D design, but places blocks randomly and creates an unsymmetrical design.</p> 	<p>2. Student constructs a 2-D design, but places the same blocks with the same orientation on each side of the line.</p> 	<p>3. Student constructs a 2-D design, but places one or more Pattern Blocks incorrectly.</p> 
Observations/Documentation		
<p>4. Student constructs a 2-D symmetrical design, but cannot decide if partner's design is symmetrical.</p> 	<p>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.</p>	<p>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.</p>
Observations/Documentation		