**Student's name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:** October 7, 2019

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| **Put a tick under the smiley that shows to what extent the statement is true for the presenting student.**  *Stavi kvačicu pod smjeka koji pokazuje u kolikoj je mjeri navedena tvrdnja točna za učenika-prezentera.* | 2 points  *2 boda* | 1 point  *1 bod* | 0 points  *0 bodova* |
| The student followed the teacher's instructions.  *Učenik/ca je ispoštovao/la učiteljičine upute.* |  |  |  |
| The student named the computer game.  *Učenik/ca je osmislio/la naziv svoje igrice.* |  |  |  |
| The student created the logo of the game.  *Učenik/ca je osmislio/la logo svoje igrice.* |  |  |  |
| The student named/listed the characters in the game.  *Učenik/ca je naveo/la likove u svojoj igrici.* |  |  |  |
| The student described the game.  *Učenik/ca je opisao/la svoju igricu.* |  |  |  |
| The student named the target group.  *Učenik/ca je naveo/la kome je igrica namjenjena.* |  |  |  |
| The student was loud and clear when presenting.  *Učenik/ca je bio/la dovoljno glasna i razgovjetna prilikom prezentiranja.* |  |  |  |
| The student was creative in the project of designing a new computer game.  *Učenik/ca je bio/la kreativna u projektu osmišljavanja nove računalne igrice.* |  |  |  |

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| Total possible points: **16**  Total earned points: **\_\_\_\_\_** | **Comments:** |