

Standard 5(a) Rationale: Aligns classroom assessment with instruction.

For this criterion, I chose my classic review game of “Trashketball.” Trashketball is only one of several types of review games I play with my students. Other types of review games include: Bird War One, Tic-Tacky-Toe, Jeopardy, The Power is Right, and Hatsketball. The key element is that all of these review games align classroom to instruction. Each unit, I give my students a unit packet with all of the materials they will need to participate in our in-class activities. At the very back of the unit packet is the study guide for the test. I expect the students to complete the study guide and turn it in with their test. They must comb through their packet to find the information required to complete the study guide. In many units, I also make sure that we play some sort of in-class review game to get the students started on their study guides. I also make the full review available to students on my website in case they wish to use it outside of class to help them complete their study guide. This in-class instruction directly contributes to preparing students for my tests, because the contents of the test are entirely written based on the contents unit study guide.