

## Stop Thief Summative Assessment Observation List

Listen to how students do at making their guesses in French while they play Stop Thief.

Give them a mark of 3(Excellent), 2(Very Good), or 1(Getting There). Adjust the minimum for these marks to 50% so that a 1 is worth 67%, a 2 is worth 83%, and a 3 is worth 100%. Half marks may be given.

[illegible]

