

Summative Assessment #3 for In Days of Old, Before Columbus



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Times are Changing
Summative Assessment #3
Constructed Response

Duration: 10-15 minutes each session.

Standard(s) Assessed: SS.A.1.2.1.3.1, SS.A.2.2.1.3.1, SS.A.2.2.5.3.1, SS.A.2.2.6.3.1

Description of Assessment Activity: Students write a selection telling about selected achievements and how they affected the lives of people of the time. These will be written on the Summative Assessment #3 document and will be scored using the rubric provided. (SS.A.1.2.1.3.1, SS.A.2.2.1.3.1, SS.A.2.2.5.3.1, SS.A. 2.2.6.3.1)

Teacher Directions: Share the rubric that will be used to grade student writings. Students use their daily writings that have been formatively assessed to write their final drafts about each aspect of the lesson. The students will be given about 20 minutes to edit their writings describing different achievements and how these various changes affected the lives of the people. The final assessments can be taped or glued end-to-end, then rolled and tied like a scroll. Each student will need two sticks and a piece of yarn/ribbon to complete construction of their scrolls. (SS.A.1.2.1.3.1, SS.A.2.2.1.3.1, SS.A.2.2.5.3.1, SS.A. 2.2.6.3.1)

Student Directions: Look carefully at the rubric that will be used to grade your writings. Use the information that you have written each day to complete this task. Remember to make corrections that we have discussed each day. Edit your writings. Tape or glue your writings together end-to-end. Use the two sticks to complete your scroll. You will have 30 minutes to complete this assessment. (SS.A.1.2.1.3.1, SS.A.2.2.1.3.1, SS.A.2.2.5.3.1, SS.A. 2.2.6.3.1)

Scoring Method and Criteria:

A rubric will be used to assess each standard. The rubric will assign points for each selected achievement in each defined category as described in the standard. A scoring guide is provided.

Name _____

Times are Changing

Summative Assessment #3.

1. Scientific Achievement
(SS.A.2.2.1.3.1)

Name one scientific achievement that happened during the Middle Ages.

Tell what you know about this scientific achievement **and** its use.

How did this change the lives of the people?

Name _____

2. Technology Achievement
(SS.A.2.2.1.3.1)

Name one technology achievement that happened during the Middle Ages.

Tell what you know about this technology achievement **and** its use.

How did this change the lives of the people?

Name _____

3. Cultural and Intellectual Achievement
(SS.A.2.2.5.3.1)

Name one cultural **or** intellectual achievement that happened during the Middle Ages.

Tell what you know about this cultural **or** intellectual achievement **and** its use.

How did this change the lives of the people?

Name _____

4. Trade led to Exploration
(SS.A.2.2.6.3.1)

How did trade lead to exploration of other areas of the world?

Tell about an explorer. Where did he go? What did he trade?

How did this change the lives of the people?

Times are Changing

Use this rubric and scoring guide to score student's writing for summative assessment #3.

Topic described	Points earned			
	3	2	1	0
Science achievements (SS.A.2.2.1.3.1) (Goal 3 Standard 1 & 2)	<ul style="list-style-type: none"> <input type="checkbox"/> Correctly names a scientific achievement. <input type="checkbox"/> Tells detailed facts about this achievement and its use. <input type="checkbox"/> Tells details of how this achievement changed the lives of the people. 	<ul style="list-style-type: none"> <input type="checkbox"/> Names a scientific achievement, but the name is not correct. <input type="checkbox"/> Tells some facts about this achievement or its use. <input type="checkbox"/> Tells how this changed the lives of the people but tells little or no details. 	<ul style="list-style-type: none"> <input type="checkbox"/> Attempts to name a scientific achievement but is not correct. <input type="checkbox"/> Attempts to tell facts about this achievement and / or its use, but facts are not correct. <input type="checkbox"/> Attempts to tell how this achievement changed the lives of people but is not correct. 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not name a scientific achievement. <input type="checkbox"/> Does not tell facts about this achievement or its use. <input type="checkbox"/> Does not tell about how this achievement changed the lives of the people.
Technological achievements (SS.A.2.2.1.3.1) (Goal 3 Standard 1 & 2)	<ul style="list-style-type: none"> <input type="checkbox"/> Correctly names a technology achievement. <input type="checkbox"/> Tells detailed facts about this achievement and its use. <input type="checkbox"/> Tells details of how this changed the lives of the people. 	<ul style="list-style-type: none"> <input type="checkbox"/> Names a technology achievement, but the name is not correct. <input type="checkbox"/> Tells some facts about this achievement or its use. <input type="checkbox"/> Tells how this changed the lives of the people but tells little or no details. 	<ul style="list-style-type: none"> <input type="checkbox"/> Attempts to name a technology achievement, but is not correct. <input type="checkbox"/> Attempts to tell about this achievement and / or its use, but facts are incorrect. <input type="checkbox"/> Attempts to tell how this achievement changed the lives of people but is incorrect. 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not name a technology achievement. <input type="checkbox"/> Does not tell facts about this achievement or its use. <input type="checkbox"/> Does not tell how this changed the lives of the people.
Cultural and intellectual achievements (SS.A.2.2.5.3.1) (Goal 3 Standard 1 & 2)	<ul style="list-style-type: none"> <input type="checkbox"/> Correctly names a cultural or intellectual achievement. <input type="checkbox"/> Tells detailed facts about this achievement and its use. <input type="checkbox"/> Tells details of how this achievement changed the lives of the people. 	<ul style="list-style-type: none"> <input type="checkbox"/> Names a cultural or intellectual achievement, but name is not correct. <input type="checkbox"/> Tells some facts about this achievement or its use. <input type="checkbox"/> Tells how this achievement changed the lives of the people, but tells little or no details. 	<ul style="list-style-type: none"> <input type="checkbox"/> Attempts to name a cultural or intellectual achievement but is not correct. <input type="checkbox"/> Attempts to tell facts about this achievement and / or its use, but facts are incorrect. <input type="checkbox"/> Attempts to tell how this achievement changed the lives of people but is not correct. 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not name a cultural or intellectual achievement. <input type="checkbox"/> Does not tell facts about this achievement or its use. <input type="checkbox"/> Does not tell about how this achievement changed the lives of the people.
Trade led to exploration (SS.A.2.2.6.3.1) (Goal 3 Standard 1 & 2)	<ul style="list-style-type: none"> <input type="checkbox"/> Tells details of how trade led to exploration. <input type="checkbox"/> Tells details about an explorer, where he went, and what he traded for. <input type="checkbox"/> Tells details of how trade and exploration changed the lives of the people. 	<ul style="list-style-type: none"> <input type="checkbox"/> Tells how trade led to exploration. <input type="checkbox"/> Tells about an explorer, where he went, and what he traded for. <input type="checkbox"/> Tells how trade and exploration changed the lives of people. 	<ul style="list-style-type: none"> <input type="checkbox"/> Attempts to tell how trade led to exploration, but facts are not correct. <input type="checkbox"/> Attempts to tell about an explorer, where he went, and what he traded for, but facts are incomplete or incorrect. <input type="checkbox"/> Attempts to tell how trade and exploration changed the lives of people but incorrectly. 	<ul style="list-style-type: none"> <input type="checkbox"/> Does not tell how trade led to exploration. <input type="checkbox"/> Does not tell about an explorer. <input type="checkbox"/> Does not tell about how this achievement changed the lives of the people.

Suggested point scoring guide. 36 - 31 = A, 30 - 22 = B, 21 - 13 = C, 12 - 7 = D, 6 - 0 = F