Participant 1	Participant 2	Participant 3	Participant 4	Participant 5	Participant 6	Participant 7	Participant 8	Creative Common
Interpersonal Skills	Interpersonal Skills	Interpersonal Skills	Interpersonal Skills	Interpersonal Skills	Interpersonal Skills	Interpersonal Skills	Interpersonal Skills	Interpersonal Leadership Thinking Game Participant Skills Skills Mechanics
Check the box Outcomes  Conveys thoughts and	Check the box Outcomes  Conveys thoughts and	Check the box Outcomes  Conveys thoughts and	Check the box Outcomes  Conveys thoughts and	Check the box Outcomes Conveys thoughts and	Check the box Outcomes  Conveys thoughts and ideas clearly to others	Check the box Outcomes  Conveys thoughts and	Check the box Outcomes  Conveys thoughts and ideas clearly to others	Participant 1 0 0 0 0
ideas dearly to others  Listens to the thoughts and ideas of others	ideas clearly to others  Listens to the thoughts and ideas of others	ideas clearly to others  Listens to the thoughts and ideas of others	ideas clearly to others  Listens to the thoughts and ideas of others	ideas clearly to others  Listens to the thoughts and ideas of others	ideas dearly to others  Listens to the thoughts and ideas of others	Listens to the thoughts and ideas of others	ideas clearly to others  Listens to the thoughts and ideas of others	Participant 2 0 0 0 0
Colleborates with	Collaborates with others	Callaborates with others	Cellaharatas with athors	Collaborates with others	Callabarates with athers	Collaborates with others	Cellaborates with others to	Participant 3 0 0 0 0
others to generate ideas/advance the story	to generate ideas/advance the story	to generate ideas/advance the story	to generate ideas/advance the story	to generate ideas/advance the story	to generate ideas/advance the story	to generate ideas/advance the story	generate ideas/advance the story	Participant 4 0 0 0 0
Works with others to solve problems	Works with others to solve problems	Works with others to solve problems	Works with others to solve problems	Works with others to solve problems	Works with others to solve problems	Works with others to solve problems	Works with others to solve problems	Participant 5 0 0 0 0
Compromises to include input from all	Compromises to include input from all team	Compromises to include input from all team members	Compromises to include input from all team	Compromises to include input from all team	Compromises to include input from all team	Compromises to include input from all team	Compromises to include input from all team members	
team members  Builds relationships with other players	members  Builds relationships with other players	Builds relationships with other players	Builds relationships with other players	members  Builds relationships with other players	Builds relationships with other players	Builds relationships with other players	Builds relationships with other players	Participant 6 0 0 0 0
Respects the turns of		other players  Respects the turns of		Respects the turns of	Respects the turns of	Respects the turns of others		Participant 7 0 0 0 0
others	others 0	Respects the turns of others	others 0	others 0	others 0	others 0	Respects the turns of others	Participant 8 0 0 0 0
Leadership Skills	I sadarahin Chille	Leadership Skills	Landarship Phillip	Leadership Skills	Leadership Skills	Leadership Skills	Leadership Skills	
Chack the hox Outcomes	Leadership Skills Check the box Outcomes	Check the box Outcomes	Leadership Skills Check the box Outcomes	Check the hear Outcomes		Check the box Outcomes		■ Interpersonal Skills ■ Leadership Skills ■ Creative Thinking Skills ■ Game Mechanics
Assists others with questions	Assists others with questions	questions	Check the box Outcomes  Assists others with questions	questions	Check the box Outcomes Assists others with questions	questions	Check the box Outcomes Assists others with questions	1.0
Is willing to lead an adventure	ls willing to lead an adventure	Is willing to lead an adventure	Is willing to lead an adventure	Is willing to lead an adventure	Is willing to lead an adventure	ls willing to lead an adventure	Is willing to lead an adventure	
Advocates the needs of self and others	Advocates the needs of self and others	Advocates the needs of self and others	Advocates the needs of self and others	Advocates the needs of self and others	Advocates the needs of self and others	Advocates the needs of self and others	Advocates the needs of self and others	0.5
Stays positive when things don't go as	Stays positive when	Stays positive when	Stays positive when	Stays positive when	Stays positive when	Stays positive when	Stays positive when things	
hoped	things don't go as hoped 0	things don't go as hoped	things don't go as hoped 0	things don't go as hoped 0	things don't go as hoped 0	things don't go as hoped 0	don't go as hoped 0	0.0
Creative Thinking Skills	Creative Thinking Skills	Creative Thinking Skills	Creative Thinking Skills	Creative Thinking Skills	Creative Thinking Skills	Creative Thinking Skills	Creative Thinking Skills	
Check the box Outcomes	Check the box Outcomes	Check the box Outcomes	Check the box Outcomes	Check the box Outcomes	Check the box Outcomes	Check the box Outcomes	Check the box Outcomes	0.5
Creates a character and develops it beyond the minimum functions of the carries.	Creates a character and develops it beyond the minimum functions of the	Creates a character and develops it beyond the minimum functions of the	Creates a character and develops it beyond the minimum functions of the game.	Creates a character and develops it beyond the minimum functions of the	Creates a character and develops it beyond the minimum functions of the pame	Creates a character and develops it beyond the minimum functions of the	Creates a character and develops it beyond the minimum functions of the	
or are game		game Continues to develop the character as the game	game Continues to develop the character as the game		game Continues to develop the	minimum functions of the game		-1.0 Participant P
Continues to develop the character as the game progresses	Continues to develop the character as the game progresses		Continues to develop the character as the game progresses	Continues to develop the character as the game progresses	Continues to develop the character as the game progresses	Continues to develop the character as the game progresses	Continues to develop the character as the game progresses	
Describes actions,	Describes actions,	Describes actions,	progresses  Describes actions, thoughts, and ideas of character to explore the	progresses  Describes actions, thoughts, and ideas of character to explore the	Describes actions,	progresses  Describes actions, thoughts, and ideas of character to explore the	Describes selfens throughts	Interpersonal Skills
character to explore the game setting and add to the shared story	character to explore the game setting and add to the shared story	character to explore the game setting and add to the shared story	character to explore the game setting and add to the shared story	character to explore the game setting and add to the shared story	character to explore the game setting and add to the shared story	character to explore the game setting and add to the shared story	and ideas of character to explore the game setting and add to the shared story	Participant 1
Solves in-game logic or stratigic puzzles	Solves in-game logic or stratigic puzzles	Bhe shared story  Solves in-game logic or stratigic puzzles	Be shared story  Solves in-game logic or stratigic puzzles	Solves in-game logic or stratigic puzzles	Solves in-game logic or stratigic puzzles	Solves in-game logic or stratigic puzzles	and add to the shared story.  Solves in-game logic or stratigic puzzles	1.0
Generates solutions to	Generates solutions to in		Generates solutions to in		Generates solutions to in	Generates solutions to in	Generates solutions to in	Participant 8 0.5 Participant 2
in game challenges (how to bypass traps, infiltrate a castle, react	game challenges (how to bypass traps, infiltrate a castle, react to a monster.	game challenges (how to bypass traps, infiltrate a castle, react to a	game challenges (how to bypass traps, infiltrate a castle, react to a	game challenges (how to bypass traps, infiltrate a castle, react to a	game challenges (how to bypass traps, infiltrate a castle, react to a	Generates solutions to in game challenges (how to bypass traps, infiltrate a castle, react to a	game challenges (how to bypass traps, infiltrate a castle, react to a monster.	
to a monster, etc)	etc)	monster, etc)	monster, etc)	monster, etc)	monster, etc)	monster, etc)	etc)	0.0
Is willing to try new things/take risks in game	ls willing to try new things/take risks in game	Is willing to try new things/take risks in game	Is willing to try new things/take risks in game	Is willing to try new things/take risks in game	Is willing to try new things/take risks in game	Is willing to try new things/take risks in game	Is willing to try new things/take risks in game	0.5
Generates ideas or content beyond the		Consession ideas as	Generates ideas or		Connection ideas on	Consession ideas as		
scope of the adventure	Generates ideas or content beyond the scope of the adventure (greater	content beyond the content beyond the scope of the adventure (creates items/monsters/spells/maps, plans adventures, draws art, etc.)	content beyond the scope of the adventure	Generates ideas or content beyond the scope of the adventure (creates	contenties uneas of content beyond the scope of the adventure (create items/monsters/spells/ma ps, plans adventures, draws art, etc.)	content beyond the content beyond the scope of the adventure (creates items/monsters/spells/ma ps, plans adventures, draws art, etc.)	Generates ideas or content beyond the scope of the	Participant 7 -1.9 Participant 3
(creates items/monsters/spells/ maps, plans adventures, draws art,	content beyond the scope of the adventure (creates items/monsters/spells/ma ps, plans adventures, draws art, etc.)	(creates items/monsters/spells/ma	(creates items/monsters/spells/ma ps, plans adventures, draws art, etc.)	content beyond the scope of the adventure (creates items/monsters/spells/maps, plans adventures, draws art, etc.)	(creates items/monsters/spells/ma	(creates items/monsters/spells/ma	beyond the scope of the adventure (creates learning the scope of the adventure (creates lems/monstens/spells/maps, plans adventures, draws art, etc.)	
etc.)	ps, pians adventures, draws art, etc.)	ps, plans adventures, draws art, etc.)	ps, plans adventures, draws art, etc.)	ps, pians adventures, draws art, etc.)	ps, pians adventures, draws art, etc.)	ps, pians adventures, draws art, etc.)	plans adventures, draws art, etc.)	_ \ \ X   X / /
0	0	0	0	0		0	0	
Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	Game Mechanics Check the box Outcomes	
Is able to identify the different dice and their	Is able to identify the different dice and their	Is able to identify the different dice and their	Is able to identify the different dice and their	Is able to identify the different dice and their	Is able to identify the different dice and their	Is able to identify the different dice and their	Is able to identify the	Participant 6 Participant 4
uses		IISAS	LISAS			IIISAS		
Is able to locate necessary information on a character sheet	ls able to locate necessary information on a character sheet	Is able to locate necessary information on a character sheet	Is able to locate necessary information on a character sheet	ls able to locate necessary information on a character sheet	Is able to locate necessary information on a character sheet	Is able to locate necessary information on a character sheet	Is able to locate necessary information on a character sheet	Participant 5
Is able to use ability scores and modifiers to	ls able to use ability scores and modifiers to make the necessary	Is able to use ability scores and modifiers to make the necessary	Is able to use ability scores and modifiers to	Is able to use ability scores and modifiers to	Is able to use ability scores and modifiers to make the necessary	Is able to use ability scores and modifiers to make the necessary	Is able to use ability scores	
checks	checks	checks	checks	make the necessary checks	checks	make the necessary checks	necessary checks	
ls able to understand and use different character features	ls able to understand and use different character	Is able to understand and use different character features	Is able to understand and use different character	Is able to understand and use different character	Is able to understand and use different character	Is able to understand and use different character features	Is able to understand and use different character	
Is able to understand and use different	Is able to understand and use different attacks and	Is able to understand and use different attacks and	Is able to understand and use different attacks and	features Is able to understand and use different attacks and	Is able to understand and use different attacks and	features  Is able to understand and use different attacks and	Is able to understand and use different attacks and	
attacks and spells	spells	spells	spells	spells	spells	spells	spells	
Is able to create/level up a character Is able to do the	ls able to create/level up a character	ls able to create/level up a character	ls able to create/level up a character	Is able to create/level up a character Is able to do the	Is able to create/level up a character Is able to do the	Is able to create/level up a character Is able to do the	Is able to create/level up a character	
necessary math for various dice rolls	necessary math for various dice rolls	Is able to do the necessary math for various dice rolls	Is able to do the necessary math for various dice rolls	necessary math for various dice rolls	necessary math for various dice rolls	necessary math for various dice rolls	Is able to do the necessary math for various dice rolls	
0	0	0	0	0	0	0	0	