**Information and Technology**

**OVERAL RUBRIC Level 2: Lesson one, year 3 topic; Pirate Stories**

*Students are required to work in partners and write their own pirate story/tale using characters from real or fantasy contexts. Students viewed a pirate tale through an interactive book using an information and technology device. Students were required to follow the directions using wikispaces to help form a basis for their creative writing activity.*

**Marking Key:  D - Developing,   A - Achieving,   E – Exceeding**

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| **Student** | **Viewing** *Discusses and categorises familiar visual texts; understands that these texts are created by people to represent real or imaginary experiences; identifies some distinguishing features of, and interprets some symbolic meanings in commonly viewed texts; and used knowledge of familiar texts to construct meaning from new texts.*  Students view a wide range of visual texts with purpose, understanding and critical awareness  **Processes and strategies V 2.4**  Uses some strategies for interpreting visual texts and maintaining continuity of understanding | **Writing** *Produces brief written texts to communicate experiences, information and feelings; discusses some of the purposes for writing; knows that writing can be planned, reviewed and changed; and produces texts that follow some of the conventions of writing and can be read by others.*  Students write for a range of purposes and in a range of forms using conventions appropriate to audience, purpose and context.  **Contextual understandings W 2.2**  Recognises some of the purposes and advantages of writing. |
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