


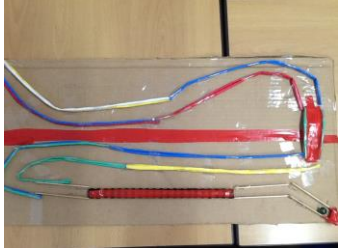





# TAPS Cymru Plan for Focused Assessment



<b>Science and DT topic:</b> Forces or Materials	Year 5 Age 9-10	Title: Marble run
<b>Enquiry Focus</b> evaluate and amend outcomes		<b>Concept context</b> ways in which forces can affect movement
<b>Assessment Focus</b> <ul style="list-style-type: none"> <li>• Can children refine their design in response to test data?</li> <li>• Can children evaluate their outcomes in terms of forces?</li> </ul>		
<b>Activity</b> <i>Today we will be engineers.</i> Group challenge: create a marble run where the marble is on the move for the longest amount of time. Discuss: design options (e.g. flat surface or tubes); resources available (and whether there is a limit e.g. x lolly sticks, bendy straws, blutack, tape, card tubes per group); and time available. Provide each group with a stop watch so that they can repeatedly test whilst making their marble run to see if it is improving (taking longer for the marble to complete the run). Focused recording: teacher observation notes or pupils annotate design/photo to label improvements and where the marble slows down/changes direction.		
<b>Adapting the activity</b> <b>Support:</b> Provide pictures for initial ideas, pause to magpie ideas. <b>Extension:</b> Add additional criteria e.g. include a tunnel, include a bridge, avoid obstacles <b>Other ideas:</b> Possible context: transporting <a href="#">mail tunnels</a> .		  
<b>Questions to support discussion</b> <ul style="list-style-type: none"> <li>• What is slowing the marble down?</li> <li>• Can you use friction to slow the marble down?</li> <li>• Can you use turns to slow the marble down?</li> <li>• How can you speed the marble so that it turns to corner?</li> <li>• Have you timed your marble run?</li> <li>• How have you changed your marble run?</li> <li>• What effect did your changes have?</li> </ul>		
<b>Assessment Indicators</b> <b>Not yet met:</b> Focuses on the making without evaluating e.g. does not test design or take tests into account to improve or suggest improvements. <b>Meeting:</b> Tests and times marble run, uses test results to evaluate and amend design/model. Beginning to explain marble movement in terms of forces e.g. <i>this bit is really bumpy so friction slows it down, it's sticky here so it stops – there's too much friction.</i> <b>Possible ways of going further:</b> Ongoing evaluation of design/model. Able to explain the impact of changes and recognises issues with the design e.g. <i>it really makes depends on the angle of the board so we had to keep the same book underneath - we should add that to the success criteria next time.</i>		



Pupil box 3 - assess own ideas. See TAPS pyramid for more examples.