ASSESSMENT GUIDE

The assessment item for this unit is designed to provide students with an opportunity to answer the fertile question: This item will allow students to demonstrate the three equally weighted exit criteria found in section 8.4 of the SAS Religion and Ethics document, Knowledge and Understanding, Processing Skills and Communication Skills. One suggested assessment item for students to demonstrate these criteria and answer the fertile question is given here. Other suggestions can be found in the SAS Religion and Ethics document on page 30. Remember, you must submit your own study plan for approval to the Queensland Studies Authority.

TASK: Create a presentation that tells a story about a day in the life of a true hero. The story must demonstrate your understanding of what a true hero is and may or may not feature you as the main character. Negotiate the mode of presentation with your teacher. Some possibilities include: comic strip, poster, photo story, song lyrics or art work.

Suggested process:

1. Review the activities completed in the unit that relate to ‘true heroes’ and how to live like a true hero.

2. Brainstorm as a class and then individually, ideas about plots, characters, themes etc.

3. Create a scenario where the main character behaves, reacts and responds like a true hero. The scenario can be real or imaginary; in the past, present or future. (Hint: One way of organising your ideas is to choose which aspect of being a true hero will be central to the character and plot development. For example, courage, dedication, determination etc)

4. Participate in a collaborative feedback session in groups of 3-4. See Useful Resources.

5. Create a story board of your story remembering the elements of good story telling that include; Introduction of the main character in the chosen context and setting and setting up the complications and resolutions that build to a climax and conclusion. Samples of planning questions are given in Useful Resources. Examples of digital story boarding tools include:
   - Myths and legends story creator
   - Story cube

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Choose an appropriate mode of presentation. Examples of free Web 2.0 tools include:

**Cartoon strips**

Bitstrips, Pixton, Professor Garfield, and Toondoo. Tools with extra features are also available for minimal cost. For example Pixton for Schools, which allows the incorporation of digital images into the comic strip.

**Posters and collages**

Glogster is an interactive digital poster maker. You can add images, text, video, audio, and graphics to present a story or capture an event.

Vuvox is a linear collage tool—very visual, very interactive and very flexible.

**Photo Story**

Animoto – Create short videos of images for free. Longer videos can be made and downloaded for a small cost.

Big Huge Labs – Many tools to manipulate photographs.
**Useful Questions to help plot a story.**

- Where and when is my story set?
- What characteristics do I want my main character to show?
- Will there be other characters?
- What are some possible crises that might require a hero?
- What are some possible resolutions to the crisis?
- What will the climax of the story be?
- What will the ending be like?
- What is the best mode of presentation for this story?

**Bubbl.us** is a useful brainstorming tool to use for this process.

**Collaborative feedback**

Share story ideas with a small group of 3-4 to gain feedback from peers. Remember to listen and ask questions respectfully.

Example Questions to either ask the group or for the group to ask each other.

- Do you think this is a story about a true hero? What are some other ways the hero could solve the problem? How else could the story end? Would the hero really say (or do) that in this context?

Use the feedback gained to help you finalise your story.

Criteria for marking can be found in the QSA SAS document on page 79.