

ADST Competency	1 – Emerging	2 – Developing	3 – Proficient	4 – Extending	Student Reflection (1–4)	Teacher Descriptive Feedback
Inquire & Investigate	Identifies a simple problem or goal with support. Limited research or exploration.	Identifies the problem or goal. Explores some research or game ideas.	Clearly identifies a relevant problem or goal. Explores multiple ideas and sources independently.	Investigates complex problems or user needs deeply. Explores multiple creative and innovative ideas before designing.		
Identify & Acquire	Needs guidance to select tools, coding methods, or assets.	Selects some appropriate tools or assets with partial independence.	Independently selects appropriate tools, coding techniques, and assets to create the game.	Strategically selects advanced tools, coding techniques, and assets. Uses external resources creatively to enhance the game.		
Plan & Create	Creates a simple plan; game may be incomplete or unstructured.	Plans with some detail. Game functions partially; some organization is present.	Develops a clear, detailed plan (storyboard, flowchart, outline). Game functions as intended with clear rules and objectives.	Creates a polished, highly organized, and original game. Plan demonstrates creativity, complexity, and user-focused design.		

Apply & Connect

Uses basic coding sequences with support; limited understanding of logic or gameplay mechanics.

Applies sequences, loops, and conditionals with some independence. Begins connecting game features to ideas.

Independently applies sequences, loops, conditionals, variables, events, and other coding concepts. Integrates features thoughtfully.

Demonstrates sophisticated coding logic and efficient problem solving. Connects game design to broader learning, real-world contexts, or interdisciplinary ideas.

Analyze & Reflect

Gives a basic explanation of what the game does.

Identifies some strengths and challenges.

Clearly reflects on design choices, challenges, and improvements. Explains how changes improved gameplay.

Provides deep, insightful reflection. Uses peer/user feedback to propose meaningful future improvements. Considers the impact of design on players.