

The Game of Life

Point Values for Each *The Game of Life* Exercise

Updated: 2016-02-10

Each *The Game of Life* exercise carries the point value below:

Exercise	Who Assigns Points	Point Scale	
Ranking Life Crises (Individual)	Teacher	<ul style="list-style-type: none"> • 2 points for highly defensible rankings • 1 point for defensible rankings • 0 points for misguided rankings 	
Ranking Life Crises (Team Presentation)	Mentor	<ul style="list-style-type: none"> • 3 points for highly effective presentation of highly defensible rankings • 2 points for effective presentation of highly defensible rankings • 1 point for effective presentation of defensible rankings • 0 points for misguided rankings 	
Trade-Offs Assignment	Teacher	<ul style="list-style-type: none"> • 1 point for completing spreadsheet <i>plus</i> 	
		<ul style="list-style-type: none"> • 2 points for highly effective written assignment • 1 point for effective written assignment • 0 points for ineffective written assignment 	
Purchasing Auto Insurance Assignment	Teacher	<ul style="list-style-type: none"> • 1 point for downloading Wreck Check app <i>plus</i> 	
		<ul style="list-style-type: none"> • 2 points for scoring 80% or above on quiz • 1 point for scoring 60 – 79% on quiz • 0 points for quiz score below 59% 	
<i>How I Will be “Lucky” as an Adult Written Deliverable</i>	Teacher	<ul style="list-style-type: none"> • 4 points for excellent work • 2 points for good work • 1 point for acceptable work • 0 points for incomplete 	
<i>How I Will be “Lucky” as an Adult Written Deliverable</i>	Mentor	<ul style="list-style-type: none"> • 5 points for excellent work • 3 points for good work • 1 point for acceptable work • 0 points for incomplete 	
Maximum Points Possible: 20 points	Outstanding: 15+ points	Highly Competent: 12 – 14 points	Acceptable: 9 – 11 points
Teachers may offer up to 2 points of extra credit assignments (increments of ½ point)			