

Using the rubric, the instructor will grade the self reflections. The game is not the assessment, but the self reflection should tap into each standard.

Fortnite unavailable: Students can still complete this activity using the maps below as well as the [Fortnite Gamepedia](#). They can use the maps and draw where they would place the items selected. They can analyze each other’s maps and complete the self-reflection process.

Extension: The teacher could create a spreadsheet that puts a numeric value on any device, weapon, and consumable. This will give students a specific budget they must work from to build the most entertaining island.

Rubric

Standard/Theme	Exceeds	Proficient	Approaching
NCSS Theme Strand III: People, Places and Environments; The study of people, places, and environments enables us to understand the relationship between human populations and the physical world.	Student can clearly and accurately identify the characteristics of what makes a location geographically unique by identifying geographical features and providing analysis as to how those features affect a location's interactions with others.	Student can accurately identify the geographic characteristics of a location and provide analysis as to how those features affect a location's interactions with others.	Student can identify the geographic characteristics of a location and provide analysis as to how those features affect the location.
NCSS Theme Strand VII: Production, Distribution, & Consumption: Students will gather and analyze data, as well as use critical thinking skills to determine how best to deal with scarcity of resources.	Student is able to evaluate choices, provide sound reasoning for choices, and make choices based on the prioritizing of data. Student is able to clearly differentiate between a need and a want to determine what is the best choice.	Student is able to make choices and provide sound reasoning for those choices. Student is able to differentiate between a need and a want to determine what is the best choice.	Student is able to distinguish between a need and a want. This distinction guides their choices.
ISTE Standard 7a: Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.	Students clearly show the use of data collected from their surveys. The choices made in their creation were clearly influenced by the outcome of the survey done with their school. Students were able to survey different grade levels.	Students clearly show the use of data collected from their surveys. The choices made in their creation were clearly influenced by the outcome of the survey done with their school.	Students examined the data collected from their surveys. Students are able to determine how to use the data collected to improve their games.