

UMARG scenarios' evaluation rubric

Rubric's information			
Country		Number of scenarios evaluated	
Institutions evaluating the scenarios			

Rubric's evaluation criteria	Strongly disagree	Disagree	Neither agree/ disagree	Agree	Strongly agree
	1	2	3	4	5
Part 1					
1.1. The scenario is relevant and targets the selected sustainability goals.					
1.2. The scenario addresses the targeted competences.					
1.3. The scenario's implementation is feasible in terms of duration.					
1.4. The scenario implementation is feasible and appropriate for the specific age-group in terms of contents and activities.					
Part 2					
2.1. The learning outcomes are clear and measurable					
Part 3					
3.1. The description of the game plot is clear and intriguing.					
3.2. The game objectives are clear and achievable.					

3.3. The scenario includes physical locations with added value.					
3.4. The scenario promotes collaboration.					
PART 4					
4.1. The description of the scenario's implementation phases is clear.					
4.2. The scenario's implementation phase sequence is rational.					
PART 5 (not applicable since not all supportive material are ready)					
5.1. The supportive materials are free and widely accessible	-	-	-	-	-
PART 6					
5.2. The scenario's evaluation methods are related to the goals.					