

**GAME TITLE HERE:** \_\_\_\_\_

**Game Unit Executive Functioning Rubric**

Mark the box in each row that best describes your performance in this game.

EF Domain	Level 1 Novice	Level 2 Learner	Level 3 Practitioner	Level 4 Expert
<b><u>Critical Thinking</u></b>	I didn't think through this game.	I sometimes thought through strategies, but sometimes I did random things.	I showed thinking by considering a strategy, new idea, or remembering to use something we learned elsewhere.	I was a thought leader by coming up with new strategies and ideas and asking others to contribute their thoughts as well.
<b><u>Communication &amp; Collaboration</u></b>	I mostly stayed quiet; I did not communicate my thinking.	I communicated well overall but needed redirection in 1-2 areas. <i>(e.g. work with your team, speak up, keep it positive)</i>	I communicated clearly, with appropriate volume, positively, helpfully, and respectfully.	I communicated and collaborated very well, and I reminded others to do the same.
<b><u>Sustained Attention</u> &amp; Response Inhibition</b>	I needed many reminders to stay focused.	I can stay on task with a small number of reminders. <i>(e.g. someone saying your name to get your attention)</i>	I kept myself focused.	I reminded others to stay focused since I don't struggle with this.
<b><u>Emotional Control</u> &amp; Response Inhibition</b>	I wasn't able to keep my emotions in check.	I can keep my cool with a small number of reminders <i>(e.g. no yelling, let it go)</i>	I kept my own cool.	I reminded others to keep calm in addition to keeping my own cool.

**Game Reflection:**

1. Out of 5 stars, I would rate this game \_\_\_\_ because

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2. One aspect of the game I liked was

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3. One aspect of the game I would have changed was

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4. My overall strengths as a player this game were

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5. I can still improve by

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**Metacognition**

I am shallow with my reflections.  
*(e.g. it was good, I liked it, idk)*

I tend to reflect simply at first and need a reminder to give reasons and use EF terms.

I can reflect on my strengths and weaknesses in this game. I use “because,” evidence, and EF terms when reflecting.

In addition, I can prompt others to reflect by asking reflection questions to my team about how we are doing.