



EduTrend Contents

EDUTECH · DESIGNING GAMIFIED LESSONS · MIDDLE SCHOOL

Mastery Checklist

Design a mastery checklist quest with peer feedback

Ages 12–14

Level: Intermediate

60 minutes

Groups of 3 · up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Mastery Checklist

Groups choose a topic they know, such as fractions or the water cycle, and write a mastery checklist of five skills, from basic to advanced. For each item they write a task and success criteria. Another group attempts the checklist, and items are ticked only when a peer checks the work against the criteria. Groups then refine their checklists.

Learning outcomes

By the end of the session students can:

- break a topic into skills;
- write success criteria;
- give peer feedback;
- refine a design.

KEY WORDS

mastery · checklist · success criteria · peer feedback · progress · refine

CURRICULUM LINKS

All subjects: assessment for learning. English: clear criteria. PSHE: giving feedback.

1**GOAL**

What is the learning goal?

2**CHALLENGE**

What is the task?

3**FEEDBACK**

How do players know?

4**PROGRESS**

How is growth shown?

5**RETRY**

Can they try again?

6**REFLECT**

Did it help learning?

Materials (per group)

- Checklist template
- Topic resources
- Worksheets 1, 2 and 3

Before the session

- Prepare templates.
- Share example checklists.
- Plan groups.
- Print worksheets.

SAFETY

No specific hazards. Keep peer feedback kind and specific.

ACTIVITY 04 · SESSION PLAN

Step by step

Mastery checklists reward accuracy and correction rather than speed.

Time	What happens	Say or ask
0–8 min Hook	An example mastery checklist.	<i>"How is it different from a test?"</i>
8–28 min Design	Write five items and criteria.	<i>"How will a peer know?"</i>
28–45 min Trial	Another group attempts it.	<i>"Does the work meet the criteria?"</i>
45–55 min Refine	Improve based on the trial.	<i>"What was unclear?"</i>
55–60 min Reflect	Mastery vs points.	<i>"Which helps learning more?"</i>

CHALLENGE CARD (print or copy onto the board)

Design a five-item mastery checklist with clear success criteria, trial it with another group and refine it.

ACTIVITY 04 · FACILITATOR NOTES

The lesson design know-how in brief

A mastery checklist shows progress through skills that must be demonstrated, not just attempted. Clear success criteria make peer checking reliable.

Feedback is most useful when it tells learners where they are going, how they are doing and what to do next, as described by Hattie and Timperley (2007).

Common ideas to listen for

- “Mastery means finishing quickly.” It means showing understanding.
- “Peers cannot assess.” Clear criteria help them.
- “Checklists are boring.” Progress can motivate.

Adapting the activity

Support

Provide a partly completed checklist.

Stretch

Add a stretch item with open-ended success criteria.

WORKSHEET 1

Checklist

Name: _____

Class: _____ Date: _____

Design five items.

Checklist

Item	Task	Success criteria
1		
2		
3		
4		
5		

WORKSHEET 2

Trial feedback

What happened?

Trial feedback

Item	Clear?	Suggested change
1		
2		
3		
4		
5		

WORKSHEET 3

Refinement

What changed?

How we improved our checklist

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Breaks down skills	Writes criteria	Refines from feedback

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Mastery Checklist is a sample activity from the EduTrend Contents Edutech Designing Gamified Lessons programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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