Judging criteria for an interactive educational lesson design project

Evaluating the work of teachers for the interactive educational lesson design project according to the
following criteria:

Criteria	Maximum score
Lesson /unit idea	30
Design and implementation	30
Programming in lesson design	15
Final Presentation (Video Production)	25
Final maximum score	100

Criterion (1): Lesson Idea

Evaluation guides	Score	Specifications
Participation form Lesson done by Minecraft	5	* Writing the scenario for the lesson/unit
	5	* The educational content is scientifically correct, and safe from grammatical errors
	5	The link between the lesson and the curriculum, its achievement of its objectives, and its relationship to the learners' environment
	5	* Designing lesson levels (from general to specific) or vice versa
	5	* Implementation of all elements of the lesson (lesson plan, enrichment materials)
	5	* Lesson contribution to developing 21st century skills as a minimum of two skills

Criterion (2): Design and Implementation

Evaluation guides	Score	Specifications
Lesson done by Minecraft	10	* Designs an interactive lesson model (active learning or STEAM)
	10	* Indicates part of the context of user interaction using instructions and characters
	10	* Designs the virtual world (backgrounds and places) and characters, and they are compatible with the Saudi environment and society.

Criterion (3) : Programming in lesson design

Evaluation guides	Score	Specifications
Error phrase does not appear ERORR	10	* Logical sequence of code commands
	3	* Appropriate number of code commands chosen in lesson design
	2	* Using programming to facilitate and speed up the construction process with the fewest number of code commands

Criterion (4): Final Presentation

Evaluation guides	Score	Specifications
The Video	2	* Participant provides a presentation of the lesson using an application video or video presentations
	3	* Shows the educational goals that he is working to achieve and their connection to the course
	10	* Part of the lesson application is presented to the students, demonstrates the extent of student interaction, and explains how to employ e-learning, active learning, and STEAM strategies in the project.
	5	* The video presentation is presented in a very convincing and effective way, including (the title of the lesson - the study stage) and the conclusion (includes: the prelude to the next lesson, for example)
	5	* The general output of the video is distinct with a logical sequence of ideas and clarity in the sound, images and clips used, and takes into account the video time of two minutes, the timing between slides and clips, and its use of sound and visual effects that serve the presentation

Differentiation Criteria

When employing more than two 21st century skills	5 Extra scores
Design a study unit	5 Extra scores